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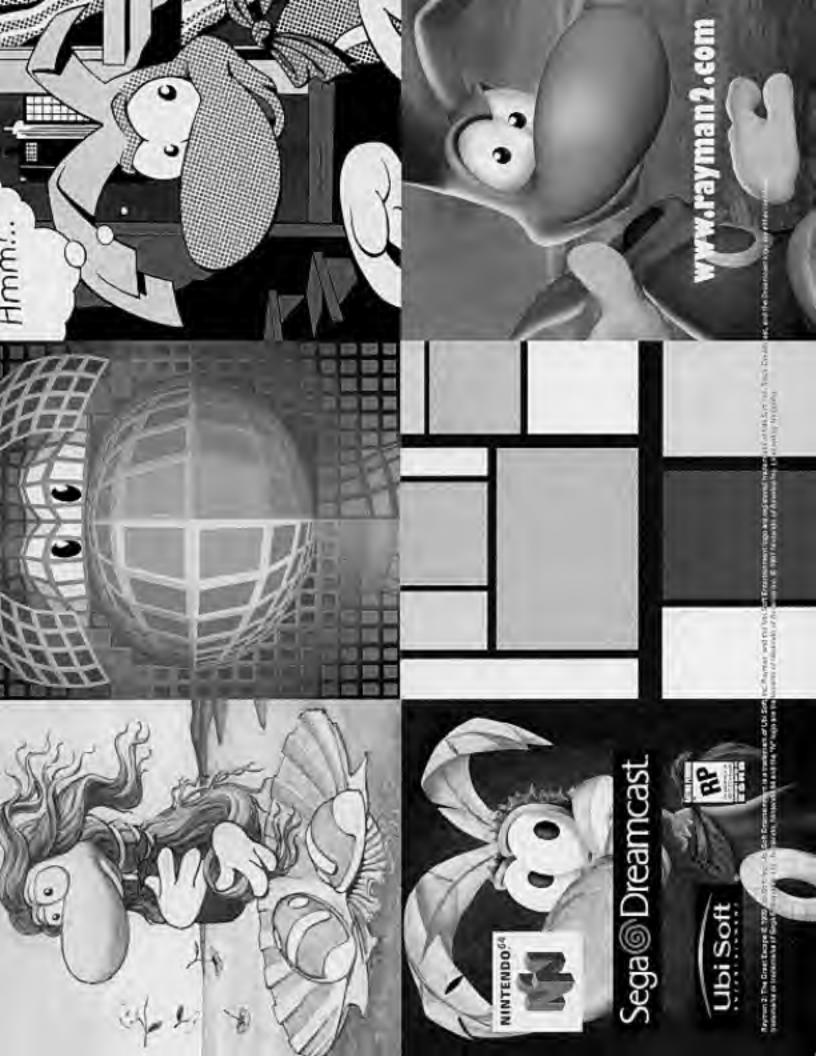
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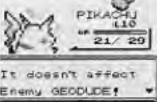


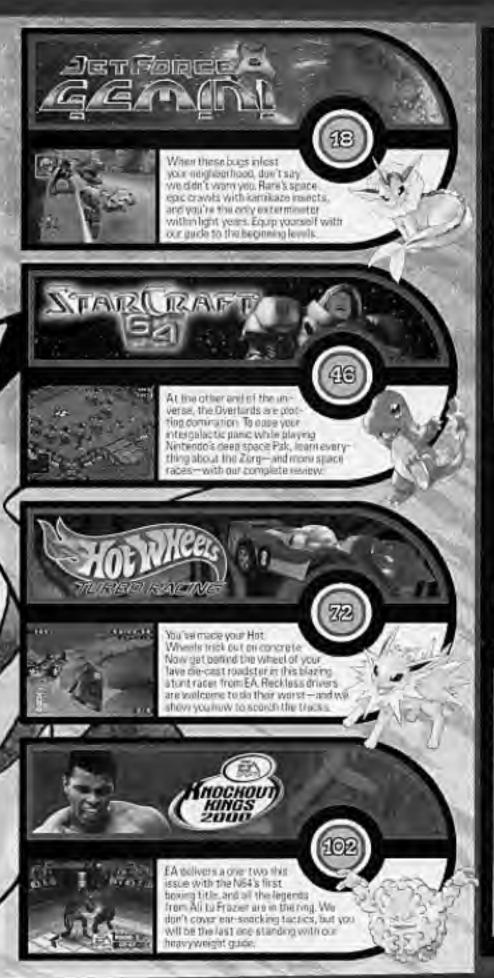
Special Pikachine Jilon

Pikachu won't get in the Poké Ball. Team Rocket is on the prowl. Squirtle, Charmander and Bulbasaur can now all be caught—only in the Yellow version of Pokémon. See all the new surprises on page 108.









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emers pulse

Judging by the number of Nintendo vs. Nature stories that flooded Power's HQ, some of you aren't exactly treating your hardware with care. In the future, remember to refrain from using Controllers to crush large spiders, and please Nintendo-train your young pets.

Playing Through the Pain

I was going to spend the night at my grandpatients" hoose and I decided to bring my Game Boy along, I had a lot to carry, so lise! it against the back wheel while I got in the car. When Lord to my grandparents house, I couldn't need the Came Boy so we drove back, only to



find we had run it over with the car, i tested it and it. worked portectly, even through it had no sound. There's not even a scratch or dent in the schemi

Toromy Smith Via the Internet

My N64 Controller Pak has been through a lot of trauma, like my dog trying to gat it.my morn washing it in the washer, getting left out in the rain for two days, having Koolsand splitted net it and lots of other stuff. Never once did my games gel etased. Thank, you all for during such a good h job on the products.

Alan Lloyd Via the Internet

My little inother (who's three) poured a whole bootle of Bubble Maker liquid on my convolter. At first if Muck but now it's back in normal.

Nicelio Sanchez CA

Ebook my Shadoas of the Empire game over to-a tricod's bouse luc a sleep-



Rigo Jr. Mendoza - Yuma, Arizana

NINTENDO POWER

over. The next day, when I came outside, Hound my game on the porch fail where I'd forgotten if! It had Lain nutside in 90+ degree hummel weathey, hot the stame still works.

> **Brad Somervell** Via the Internet

One allegate of Missionsky shows brightest durability. Even cample Nintenda proddet of mine has proven nearly undestructuble, Bur cour thir that answed me more. than anytiang happened Three months ago. I was on a 10/th floor balcony players Pokernon on Came Boy Color when my hands slipped a fell. full the side of the building and crashed unto the pavenant. The battones flest out, the door was bent and there were scrapes. all over it, but with a little tape on the back and a quick clean, the system worked fine and masn? shown any problems since.

Tros Jernigan Via the Internet

I live in Alaska, where the weather isn't nice. I set my Rumble Pak on the window sill one day in August and it must have fallen nutsidehecause I don't have a screen on my window. It got to 48 degrees below zero that winind The next spring Twas cleaning the weeds out from



undemeath my window and there it was. After a charge of batteries it worked line!

Dan Gerhauser AK

Reading all of these successf takes mark- us think hack to. the codd and dust of unicipal Gam-How testing, when we'd take prototypes up on the cool and hard them as far as we could. Ah, the memories. It's a point of piode here al Nintenda that our products can withstand the test of cruri tale as well as time but please, by to take eare f

One for the Road....

Earlier this summer Ltonk ray 564 to my grandma s house. It turned out to be a had alea because mere was. an certluguake and the TV fell light on top of my Kind. The TV was trashed but the Net was still in must condison. The funny thing is, I was playing Quake when it happened.

Chad Doriguzzi Via the Internet

Dkas that's a little sears: What do you say you try to play games with non-threatening titles from now on.



Dustin Tucker + Cape Caral, Fisnida NES in Y2K

As an avail NES player, Hech your should bring back the original Ninterdo Entertairment System for a period in the year 2000 to celebiate its 15-year anniversary.

Jonathan Giusti Via the Internet

Considering well be knowle insta texturentration console next year (cone-married) Dalphin' it's daubrial that weld go retro with the NES. As amone in has played Super Males Bros, DX on Game Bos-Color could tell sub. himerec. juncti of the eniginal NESgames onto GRC are faithful down to the last detail, and your can expect to see a lot more of them over the comingseven Prehaps time day realfil. get to play all of your old lavantes from the NES library an me Game Boy Colud



Does NBC know?

I have had Goldeneve for a long time, but Ljust natured that an enemy looks like the Late Show gus Coman-O'Brien,

foe Gatdula San Bruno, CA

Yeah, originally the game was going to have a "Late Shenv Wars" Mode where you could battle it out with Lone Lengman C'Rnen and Craig Kilborn Just joking, You Internet mana/manaest

Culture Shock

When Lins got my Pukéman Pinball 5 mill, I noticed the masic In-Catchi em Mode was the ocening theme music morethe lapanese Pikémen varformal just wanted to say that was pretty confi-

Shimon Knutsen Via the Internet

We thought it may a next topch as well. Did out know that Pakeman Vellow Includes many new elements from the cartean thirthysile and lanes of Team Rockett'

Historical Note

A while any Lread a book called "The Shirting Company" by Resemary Sudelitte that was set in Benin around LOO A.D.

Litere were frequent references to a mythic all being harrows as the Mother of Fauls 1900 rode a while many and sometimes wand intro a man herself. This beings name was Eponal Nose, who on the Zolda: Ocarma of Timu developplicati (cam) knew that?

Cecilia Caride Rochester, MN

There's no telling how mumobscure bits of trivia are buried. in our games, especially in such classe methologies as the Zelda series. As another example. there are stories of a young man by the name re-Mano who lived in the Pleasant region of Raly circa 850 A.D. This man had such a skill diverting water toppush pipes that he and his brother once-nah that's probably just a fable.

Multiple Personalities

In Super Smarb Britten, when Hitronics coarts out of by trike Ball, it sounds to me-Ber in saying 'Psycha kl Psy "sy psyl" or "Primesical Primeoninto phone propol. Why coesn't it say its own name. Oke-every other Pakemont

Thomas Untried The Bronn, NY

The range of arts assumed us that Hitmorileo is just shricking a genesic kashe erv designed histrike lever mito opposients. Either that or it's a disguise.

Hyrule Fashions

When Link is an adult in Fire Logend of Zeldar Ocarma of Time, he has his car pierced, botwhen he's hille, he doesn't.



PROPERTY. M. Arahawa Robbins in that Yemling Includie Adapted a course Leslie Swart Secar Villandanies Scatt Pelland Note Ulhidor H

Steven Frimm Lingury Frankly Paul Shinoda **Ginj Barci Ideal Institute** Haward Lincoln Peter Main Dan Umsen Phil Rogers have They late Editman A Inmales Jullo ALuguni Falson Martiner Distant knj Worgh

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power charles

Let the James Bond—Pokémon

wars begin! The spy who loved the number-two spot comes back this month to shove Pokémon Snap out of the top three, while Pokémon Pinball debuts by dumping James Bond 007 into the Game Boy Chart gutter. Who do you think will remain standing?

THE LEGEND OF ZELDA:	GANE	COMPANY	-	-
Al for starming Har Mights y's Secret Server by shapping on the number of the start of Bords of the start of B	 I THU LEGEND OF ZBLDA: OCARINA OF TIME GOLDENEYE SUPER SMASH BROS. PONEMON SNAP STAR WARS: EPISODE E BACER MARIO PARTY STAR WARS: POQUE SQUADRON WCW/NWO REVENGE BANJO-KAZOOIE TUROK 2: SEEDS OF EVIL SUPER MARIO 64 SUPER MARIO 64 WWF: WARZONE MARIO KART 64 STAR FOX 64 STAR FOX 64 STAR FOX 64 NFL BLITZ SOUTH PARK VIGILANTE 8 BEETLE ADVENTURE RACING CASTLEVANIA 	NINTENDO NINTENDO NINTENDO LUCASARTS NINTENDO LUCASARTS THO NINTENDO ACCLAIM NINTENDO ACCLAIM NINTENDO	1 4 3 2 6 5 7 9 8 12 10 17 11 - 15 - 14 - 16 -	10 34 4 2 2 7 9 11 5 11 37 12 34 1 29 11 9 6 5 6
POKEMON	GAME	COMPANY	Lange .	-
Even as the N64 marmadion at Bond reclaims its rightful spot in the table by the run- bling peoul of Posemon Findpill Q had botter have some tricks up his sterive if he hopes to get 007 back in the number	1 POKéMÓN 2 thi LIGIND OF ZELM: LINY'S ANKREMME (DR 3 POKÉMON PINBALL 4 JAMES BOND 007 5 LIVER HERID JAND 2 & ROLEN COMI 6 FINAL FANTASY LEGEND 3 7 TETRIS/DX 8 WWF RAW 9 DONKEY KONG LAND 3 10 SUPER MARIO LAND	NINTENDO NINTENDO NINTENDO NINTENDO SOUARE NINTENDO ACCLAIM NINTENDO NINTENDO	12 3 4 1 5	11 78 1 18 82 73 83 7 23 93
	1. POKéMON STADIUM (N64) 2. POKéMON YELLOW (GAME BO 3. POKéMON SNAP (N64) 4. WWF ATTITUDE (N64) 5. DONKEY KONG 64 (N64)			
MASTED	6. PERFECT DARK (N64) 7. ARMY MEN: SARGE'S HERON 8. DOLPHIN 9. RESIDENT EVIL 2 (N64) 10. STAR WARS: EPISODE I: RAG			

Letters, Continued...

Also, it looks like the pierce changes sides from scene to scene. I have two questions: How did lie get his car pierced and which car is pierced!

> Emily Desmet Stevensville, MI

Were of the opinion that both exits are pierced, simply because that is ALL the cage on the Hyrothe teen scene these days. As for frow it got pierced, well, seven years is a long time to be suspended in the Temple of Light. Marbe Rauru just got bored one day, and figured herd give frim a makenive.

Wrong Flight, Mr. Bond

In Goldeneye, on the Aztec stage it says in the mission briefing that the level is in South America. But wasn't Teotihuaca'n au anvient city located in present day Mesoro City?

Yancy

Guatemala, Central America Yep. it was originally located a little northeast of where Meuco City is today. And to split bairs, it was originally a pre-Toltec city, not Aztec. Looks like Mar losing a siep...

Tanks for the Memories!



As the Grand Prize winner of the Plaver's Poll contest in Visuane 117. Andrew Krause of Decarut Illinois, recently headed to San Francisco with Notiondo Dower. Not only dirhe get to grain a bite with the development team of Battle lans. 2 at 4DO he also checked out over 50 tanks and even got to drive one around? Many tanks for reading. Andrew?

WINNER!

Mario, Play Nice!

Who would make a gime of Mario beating someone up? I'm not saving Edor't like games like Smach Pros, but you sould make genes that wit the character. A lighting game is OK for Sub-Zero, but Mario! All he used to do was jump on hard goys' heads and shout indealls at them, Edor't wast to be Sub-Zero jumping on Goombus' heads!

Graham Balgonie, SK

Number One, You will never. NEVER see Sub-Zero Jumping on a Goomba's bead. Number Two: Lyures thingsare different in Saskatchewan, but where we're from, Jumping on heads and hurling balls of the is not considered peaceful. Theoris fightin tacties!



Vandaria, Minet

Bith hard and a state of the st

Hancy & Samuel Mollins + Houston, Delaware

WRITE AWAY RIGHT AWAY!

First of all, put down the melting Socialm bar—you're dobbing checelate all over the pages! In the spirit of Halloween, we're wondering what kind of classic horror beastes you'd like to see games based or. Sure, you've gut witches (Bang-Kazobie), vamores (Castlevaria) and esochoids (Budy Harvest), but do you want more? A werevold on your N64? The mammy on your Game Boy? Let us know!

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STOM EDITO

ign and trad ir own tracks







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RARE HAS UNLEASHED AN ALIEN INSECT SWARM THAT WILL DEVOUR EVERY PLANET IN ITS PATH. DNLY BAD YOU CAN STOP THESE BUGS IN THEIR TRACKS-BY BULKING UP WITH OUR TIPS TO GET

12/2

= 12

YOU STARTED.

et force



Swarm of The Century

In Jet Force Gemini, you control cosmic heroes who stand in the way of a destructive maelstrom that the cyborg tyrant Mizar has released upon the universe. Though there are only three of you and too many of Mizar's evil insects and robots to count, we'll



tip the odds in your favor with our strategy review that will take you on Juno's run through the ravaged planet Goldwood and his infiltration of the drone-infested 55 Anubis spacecraft.



181.1

This game has been given a Teen (T) Rating, suitable for persons ages 13 and older, by the Entertainment Software Rating Board. It is a shooting game full of insact-blasting and goo explosions.

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JET FORCE GEMINI

NINTENDO 64

BUG-BLASTING COMMANDOS

The three members of Jet Force Gemini are the twin brother and sister, Juno and Vela, and their dog, Lupus. When Mizar's forces attack them, the team must abandon their large spacecraft in their individual ships. They are separated from one another, and they all have a path they must travel—and powers they must use—before later reuniting against Mizar himself.

Juno



June is at first separated from his aister at the start of the drone invasion. His early mission entails rescuing his sistor from imprisonment, Juno is able to walk on hot surfaces, where Vela and Lupus cannot.



Doce free, Vela takes her own course, slipping on beard the Sekhmel warship in order to track the drone flow back to its evil source. Vela can also go where her brother and dog cannot by swimming underwater.

COSMIC ROAD TRIP

Juno, Vela and Lupus have their own separate intergalactic paths that each must take as they fight toward Mizar's Palace, where the drone war machine has its headquarters. You start the game as Juno and begin his own path on the planet Goldwood before exploring the ship SS Anubis.

Lupus



During her travels, Vela will briefly reanite with Lupus, sending him on a stealth mission deep behind energy fines. Able to jump and hover in midair for a few seconds, Lupus can access high, hard-to-reach spots.





Juno eventually meets Floyd, or at least the remains of Floyd, and must reassemble him. This flying robot was one of Mizer's minions and was blown spart for showing kindness to captives.



Rare has assembled a wealth of weapons for our bug-blasting pleasure. Juno begins with the Jet Force Pistol, which can shoot a few quick shots before it must recharge. He'll find more weapons while in Goldwood and on the S5 Anubis.





Goldwood

On the planet Goldwood, Mizar's alien ant forces have seized control of the peaceful forests and captured the fuzzy-faced Tribals. As Juno, you must save as many Tribals as possible while making your way to the Launchpad, where your ship is. Along the way, find power-ups to improve your weapon and ammo stockpile.

GOLDWOOD FLOW CHART

Later in the game, you'll take all four characters to Goldwood. Vela will be able to swim into the Lodge, Lupus to jump to the Rim and Floyd to enter part of the Interior open only to Mizar's flying robots.

OUTSET

Outset A	
Outset B	
Outset C	Juno .
Outset D	1.00
Outset E	

INTERIOR

Interior A	
Interior B	Juno
Interior C	310
Interior D	Floyd
Interior E	

LODGE

Lodge A Lodge B Lodge C Lodge D Lodge E Lodge F	Vela
--	------

RIM

RIm A	
Rim B	Lupus
Rim C	
Rim D	

OUTSET



At the Outset, the beginning of your Goldwood mission, you'll meet Tribals who will explain what Mizar's forces have done to the locals. You'll also have your first taste of combat against the drone forces as you confront them on the ground, blast their snipers out of trees and infiltrate their bunker.

Talk to King Jeff & Grab the Gemini Crystal



Not far into the Outset, you'll meet King Jeff of the Tribals in his hut. He'll show you a vision of Mizar's invasion, which will put the taste in your mouth for vengeance egainst these sadistic bugs. After the lesson, climb onto the hut rafters to collect a Gemini Crystal, which will increase your health capacity.

Rescue Three Tribals



Later, once you have the Yullow Key, you'll want to retarn to the Yellow Key Door in the field with King Joff's hut. Behind it are the Shurikens.

Get the Yellow Key

Get the Shirukens

122

TERET

12.



Inside the drone-accupied tonnels near the first Tribal camp, you'll find a stream-filled area with a large crate. Shoot it open to find the Yellow Key.



Drones petrol the first gethering of Tribel huts you encounter, so be careful not to shoot one of your fuzzy friends by mistake when you go is blasting the bugs. Also try to keep the drones' wespon fire focused on you but away from the Tribals. To find all three of the ceptives, look behind all of the huts.



Rescue Four Tribals



Surrounding the crate are four Tribals and many drones. Run in at risk of your own health to collect all the Tribals—other collect all the Tribals—other wise it's likely that they'll get hurt in the drone crossfire.

20

JET FORCE GEMINI

INTERIOR



You'll meet some of Mizar's nastier troops in the Interior, including the burly Infantry Weevil that carries a high-energy weapon and the sadistic Ninja Drone that will pick off Tribals if you don't save them

Receive the Red Key from Magnus



At the beginning of Goldwood, you met the ambassador, Magnus. You'll catch up with him is the interior, down a path that forks across from the Red Key Door. Speak with him to learn about the ways that drone forces lock their doors. He'll then give you the Red Key, with which you can open the corresponding door.

Defeat the Infantry Weevil and Collect the Machine Gun

Past the Red Key Door is a chamber with an Infantry Weevil that will fire powerful blasts of energy at you. Strafe to sidestep the blasts, then send a few repid pistol shots his way. Prepare to strafe again while recharging. Once the drone is gone, grab the Machine Gun found in the center of the chamber.

Collect a Red Gem



Red gents restore full health. The two here are beyond your jumping range, but if you engle your shot properly, yoe'll blast one gent to a better location.

Rescue Two Tribals





Discovering where the first two Tribals are in this portion of the Interior isn't very difficult. One is right on your path. The other is stuck on top of a ruined but in the second Tribal camp, so belance on the wrecked walls of the but to reach it. As niverys, try to guide the drens weapon fire away from Tribals.

Open the Ammo Lock

START



Mizar's forces have placed locks on some gates that can be opened only by rapid blasts of extended weapon fire. The pistol won't work, but the Machine Gen will.

Eliminate the Assassio



Several Tribals are trapped in a crate-filled area with a Ninjo Drone. You must wipe out that drone before he wipes ust the critters, or etca you'll miss those Tribals and ruin your record.

START

Save Seven More Tribals





After wiping out the Nieja Drobe, save the nearby Tribals including the one that hides in the plants. And in the last Interior zone, you'll find the final Tribals behind crotes piled next to a Life Force Door. You'll need to fight through Ilying drones, so pick up the nearby Shield to help you survive the air attack.





E

fast enough. Though Vela and Lupus still have yet to

discover other sections of Goldwood-the Lodge and

the Rim-you will finish Juno's part of the planet by

INTERIOR & MAP

reaching your spaceship on the Launchpad.

NINTENDO 64



55 Anubis

On a tip from a Tribal, you learn that Vela went to the SS Anubis spaceship to scavenge for supplies. You fly there to reunite with her, but you discover that the

ship has been overrun with drones. The enemy has captured your sister and thrown her into a prison cell. You must save Vela and the Tribals trapped on the ship.

SS ANUBIS

Later in the game, once you've found and reassembled Floyd, return to Hold G and H with the robot. He can fly over a speedy conveyor belt obstacle that's too fast for Jano.



DEPOSITORY

Depository A	L train
Depository B	

PASSAGEWAY

Possageway A Possageway B	Juna
Passageway C Passageway D	- Julio



Freeing Vela and other Tribals who've been locked up isn't a simple matter of kicking in some jail cell door. The eight cells can be opened only by destroying eight corresponding control panels spread throughout the Hold. Along the way, you'll find two potent new weapons to make your mission easier.

Blast a Control Panel

On an upper ledge in the first drone hold you enter, blast the

yellow cell control panel attached to the wall to open one of the cell doors in Hold H.

Pick Up the Plasma Shotgun



Glimb the boxes in Hold A to reach the Plasma Shotgun, which is great for charging up a blast of energy to take out the big bug you'll face in Hold B.

Wreck Another Cell Door Panel



In the hold filled with gigantic drumlike structures, search the sides of the room for enother Cell Door Panel. Destroy it to open another cell door. **Rescue Two Tribals**



In the first drone area, a Stag Drone larks in a susken area with Tribals. There's also an explosive barrel down there. If it blows, the Tribals go with it.

Bring Gems within Reach



In the drum-structure hold, you'il see health-restoring pink gems high out of reach. Make the gems richechel down to the floor with a low dend-on blests.



Blast Three Cell Door Panels



One of the Cell Door Panels is easy to find—it's behind a pile of crates. But the other two are difficult to spot: One is down in the energy chasm, and the other is near the celling, almost out of sight. Your wrapon sight will turn red when it targets the panel.

Save a Tribal and Maximize One of your Weapons



Two great finds are on boxes in the energy chasm room, a Tribal and a Capacity Crate. The crate will boost the capacity of one of your wexpose.

Destroy the Final Two Cell Door Panels



You'll find the final two hidden Cell Door Panels in the box-filled hold crossed by the slow conveyor belt. One is behind a few boxes. The other is high near the colling. Blast them both to open up the last cell doors. This hold is filled with enemies and explosive traps, so step carefully along the way.



In the slow conveyor belt held, if you hear beeping and see a red polse, you're approaching a Timed Mine, Blast it from a distance before you get near one.

Collect Cluster Bombs

JET FORCE GEMINI

NINTENDO 64



Break the glass in the slow conveyor belt hold to open up a passage that leads to the upper portion of the Hold, where you can find the Cluster Bombs.

Save Vela and the Seven Tribals



As you progress through the Hold, blast all seven hidden cell door panels. There's an eighth one is the cellblock, Hold H, right out in the open. Shoot it to open the eighth cell door. Once you free Vela, she'll explain where she's been then run off on her own mission—which you can then choose to play.



The SS Anubis has a huge Depository, and it is piled high with crates that make up a daunting maze crawling with drones. You can get there by climbing onto the upper walkway in Hold A that leads to the upper ledge in Hold B. That ledge leads to a door that goes to the Depository. You can find two other doors inside the Depository: One leads to a Tribalfilled room, and the other leads to a Launchpad.

Look Up and Watch Out

TRIBALS

HOLD E



Sniper Drones prey on you from above in the Depository. They will shoet you with deadly precision and burl Gressades when you least expect it.

Release Five Tribals





One door deep in the Depository leads to a small storage room where five young Tribals are about to be exterminated by two quick-acting drones. Blast them, then save the Tribals.

Rescue Nine Tribals





Within the mazelika Depository, you can reach a door to the Lnunchpad where you can fly to another planet. Before you hop in and zoom off, explore every nonk and crammy of the room. Timy Tribels are porched us crates around the room, and one is even standing in the docking gate, hard to see in the darkness.





MULTIPLAYER

Throughout your missions, you'll find the totemlike Bonus Activators—or you'll complete certain objectives—that will open a new game, character or terrain

in Multiplayer Mode. By the time you complete your first run-through of Goldwood and the SS Anubis, all the following parts of Multiplayer Mode should be open.

SS ANUBIS

Strafe Crates and Evade Overhead Attacks



One of the Multiplayer games is Battle Mode, and each battle terrain you can choose has its battle advantages and weaknesses. Up to four players can compete in Battle Mode, and the crate piles on the SS Asubis make multiple attacks from above a potent possibility.

TAWFRET

Radar Will Lead You Right to Your Foes



Towfret is a dack, mediaval planet, and its Battle Mode terrain is full of weaving castle corridors and watery walkways. The castle you battle in is large, and you will need to rely on your Radar—on Normal or Sweep setting—to find and obliterate your opponents.

TARGET RANGE

Dropping Bugs and Buddles in the Depository



Another Multiplayer game is the Target Hange, in which dummies of your friends and ensmiss will pop up while you move on a defined track. The first Target Range terrain you can play slides through the Depository of the SS Anubis. Up to four players can compete to hit the targets first and score the most points.

MORE BATTLE

As you go deeper into the game, you'll open up more Multiplayer options—many of them by going back to planets with different characters who get to areas that only they can reach. But to reveal all of the many Multiplayer secrets, fike the speedy Racing game, you'll need to cover every comer of the cosmos.





A Battle Vacation with Three Ways to Score



On the pretty landscape of the planet Rith Essa, total battle chaos can raigo with its simple war terrain. Choose three ways to win: by blasting the most foos in Time Limited Mode, reaching the quote first in Staughter Mode, and standing last in Survivor Mode.

CLOSE QUARTERS

Weapons for All Terrible Tastes



On the Close Quarters terrain, the Weapons satting can be a blast. Set it to the Light, Medium or Heavy setting to find the field full of ammo power-ups that satisfy all warriers—whether your style is to pop away with the puny pistol or the powerful Tri-Rocket Launcher.

THE BUG FLOOD

Our introduction has only scratched the surface of Kare's galactic epic. Next month we'll follow Mizar's hungry tsunami closer to its dark source, and you'll find out more about the critical missions that Juno, Vela, Lupus and Floyd must complete in their quest to overthrow Mizar's evil rule.





"I'VE DUSTED THE FASTEST RACERS IN THE KNOWN UNIVERSE..."

AND YOU'RE NEXT

SUND YOUR MALE CAR!

CNDOSE FOUR PLAY PRUME!

HAR HIDDEN SHORE CUTS!

COOL COMPETITO S!

September ...





If you want to be a LEGO® Racing Champion, you'd better **READ THIS FAST!** Load the game. Imagine a cer, any car. Build it. Scrap it. Build it again, only better! Race in four separate worlds. Challenge your friends. Beat them. Master 12 wild race tracks. Defeat history's greatest champions tike Johnny Thunder, Baron von Baron or the villainous Gypsy Moth. Only then, you'll have the chance to race the ultimate LEGO champion. Who am I? I'm Rocket Race... and by the way, YOU READ TOO SLOW!









 Body and the Dime way are presented indexed to the UKAS prove. "I may the DMM beam many role, for set and the King, what may be may the "W" dogs and there may be not the constraint on a second a pro-



NP: HOW IT BATES

Army Merc Sarge's Heroes is rated foun for its animated violence. There is no blood or gore.

3DO'S ARMY MEN: SARGE'S HEROES COMBINES A TOY-STORY-LIKE PLOT WITH ACTION-PACKED, MISSION: IMPOSSIBLE-STYLE GAME PLAY. THESE LIFTLE GREEN MEN MEAN BUSINESS!

ARMYMEN

In 3DO's latest offering for the N64, the heroes of the title are green, plastic army men-the same type of army men you might have seen in a famous Disney movie or two. The plot pits the green good guys against the tan bad guys in a desperate, uneven war. As Sergeant Hawk, you must rescue your men from General Plastro's clutches and put an end to the tan army's reign of terror. The game play is similar to what you find in Mission: Impossible and other thirdperson shooters, and though the play control seems relatively slow at times,

there is an auto-aim feature for must weapons. You can choose from three difficulty levels, and the higher the level, the tougher and more aggressive your enemies become. If the one-player campaign isn't enough to hold your Interest, there are also two multiplayer modes for your gaming pleasure.



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SAVREERS AVRSENNAVL

ARMY MEN: SARGE'S HEROES

NINTENDO 64

You'll start many missions with just a basic rifle, but you can supplement it with additional weapons, ammo boxes and first aid kits scattered around the maps. The higher the difficulty level, the more you should work to conserve your ammo.



NACHINE GUN This is the top choice for taking out groups of onemins on the run. It's also handy in close guarters just hold the 2 Button and spin around.



SHOTGUN With its wide-angle fire, the shotgun is also great for close combat situations, like jumping into rooms where you know enemies are waiting.



SNIPER BIFLE

The sniper rifle allows you to hit enemies before they can even see you. In some areas, you'll find perfect sniping positions on hills or ledges.



GRENADE LAUNCHER

The sholls for this weapon have about the same explosive power as regular greates. The higher you aim, the terther the shell will go.



BAZOOKA

The bazonka has the longest range and greatest firspower of your entire arsenal. If you find one, save it for taking out tanks and helicopters.



HINESWEEPER

Keep in mind that you must press and hold 2 to operate the minosweeper; otherwise, you may end up celebrating the Fourth of July all over again!



MORTLR

The mortar fails between granades and bazooka shells in explosive power. To sim the mortar, hold Z and use the Control Stick. To fire, release Z.



GRENADES

You can also aim a grenade toss by holding Z and using the Control Stick, Unless it hits an enemy directly, a gronade may bounce before exploding.



FLOMETHROWER

The flamethrower is devastating at close range. Remember that the tan soldiers have them, too, and a single blast can drain most of your health.



Several mines placed close togather should pack enough pench to destroy a tank. The tank tread must roll directly over a mine to

set it off.

MISSION IS THAN ATTENCER

There's no time for KP in this plastic man's army! Tan soldiers are overrunning your base, and your commanding officer, Colonel Grimm, is pinned down on the bridge leading to the helipad. You're the only one who can reach him, so go to it, soldier!

THAT AIN'T SANTA CLAUS



Use the stocked crates to climb onto the rooftops, where you'll find extra items. You'll have to leap from roof to roof to reach some first aid kits and weepons, including a bazoeka. Save it for later.

PEEKABOO, I SEE YOU!





If you don't want to take on the entire tan army single-handedly, climb up on the ridge on the right side of the map. From there, you can safely snipe almost any target inside the main compound and collect extra weapons.

RESCUE YOUR CO



Sweep around one side of the base or the other to reach the bridge and Colonel Grimm, Just remamber that exemics may not be visible on your radar until you're almost on top of them.



ESCORT GRIMM TO THE HELIPAD



Once you find Colone! Grimm, it will be your job to soe that he reaches the beliged alive. Be sure to take out the tan tank before you cross the minefield. It should be smooth sailing after that.



MISSION 28 I SPY

The tans have routed your forces, but a blue spy has been spotted in a town near your new base. The spy is likely working for the tans, but here's your chance to turn the tables on them. If you capture of blue eyes, he may decide to spill his guts.

> From the starting point, go straight ahead for more ammo. Now climb up the ridge

eround the lower-right side of the map. Use your sniper rifle to target the troops around the building below you.

Stay low to avoid being

seen. Remember that you have to aim higher when you're crouched or lying on your stomach. If you keep to the right side of the map.

you can shipe your way to the tawn square.

TAKING THE HIGH ROAD



SPEAK SOFTLY AND CARRY...



...A BIG BAZOOKA!



There are two more bazookas on the roof of the building on the right side of the map. These should be more than enough to take out the rest of the tanks. The blue tank is nothing special, so blast it, too.

PORTATIS

General Plastro and his tan army are using devices known as dimensional portals to cross over into the "real" world, where they're stealing magnifying glasses, firecrackers and other weapons of mass destruction. If they're not stopped, they'll wreak havoc in both worlds!



General Plastro has somehow discovered a way to pierce the barriers between dimensions. All he needs now is time enough to transport the newfound super weapons back to the plastic world.



MISSION 3: BUB-A-DUB-D

The blue spy is the only one outside of the tan army who knows the locations of the portals and the details of Plastro's scheme. He must be captured and brought back safely to green base!

TUB OF DEATH



You'd think that plastic would float just fine, but if you touch the water, you're history. The same goes for the spy. Once you find him, he'll follow you automatically, but steer clear of the tub's odge.

NAVIGATION PROBLEMS

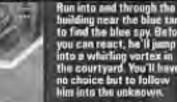


The spy will follow you as best he can, but it's as best he can, but it's easy for him to get stock, tichind blocks or other objects, if he's stuck, stand near him, turn slowly until he pivots in the right direction, then move along.





OL' BLUE EYES



huilding near the blue tank to find the blue spy Before you can react, he il jump into a whiching vortex in the courtyard. You'll have no choice but to follow him into the unknown.

IRINSCHIE WOULD MIEN

Bravo Company-your company-was taken prisoner in the tan attack on green base. If your army has any hope of victory, you must rescue your men!

Rescuing your bazooka man, Riff, is at the top of your duty roster. This mission will require more stealth and patience than the previous ones. Move through the enemy base slowly and take out as many tan soldiers as possible on your way in.

STEALTH AND STRATEGY





Keep is mind that you can follow directly behind a task without it spotting you. To enter the enemy base, climb up on a indge near the main gate, but don't jump in until you've taken out the troops nearest you. Use land mines to disable the tank.

TIME BOMB





Open the gate to the last area, but don't enter until you've shot all the guards across from the entrance. Stepping through the gate activates a bomb that will blow up Riff if you don't reach him in time.



ARMY MEN: SARGE'S HEROES

MISSIONS 5 & G: STRAVECH THE FOREST

This is where the action really starts to heat up. Your best minesweeper, Hoover, is being held captive in a camp near one of the enemy's dimensional portals. Your next mission is twofold: Rescue Hoover and find out where the portal leads!

A BRIDGE TOO FAR?





This is likely the first mission in which you'll have to seriously conserve amono. As you search for the bridge that leads to the enemy, be careful crossing the river—the water is deadly to your plastic body.

TURNABOUT IS FAIB PLAY



LOCATE HOOVER



Enemy snipers will fire at you from ledges and from behind fallen logs. When you find the first enemy camp, return the favor by sniping at them from the gun emplacement on the ridge above.

You'll find Hoover in a

clearing just past the first camp. Though be's a minoswneper, you'll have to blaze the trail

through the enemy minefield and locate

the portal. Look around

the minefield for items.





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R

Once you locate the portal, you'll have to battle your way through three waves of enemies to reach it. The second will pop in when you head for ground level, and the third will come through the portal itself.

NINTENDO 64

MISSION 78 IN THIE THIKEK OF HT

The portal brought you to a monstrous garden, where the carnage was enough to make you turn...never mind. Thick, the machine gunner you've been sent to find, isn't among the bodies. That means he's still alive somewhere in this florist's nightmare.

SCOUT AROUND



BOOBY TRAPS

ABMY ANTS





Once you dispatch the enemics nearest the starting point, climb onto the flowers to grab extra ammo. Now jump up on the flower pots to snipt at enemies along the wells. Make sure the tank doesn't see you!

From the starting point, slowify clear out the rows between the long flower boxes. Use crates and blocks to climb onto the boxes to find weapons. The boxes are also littered with mines, so sweep for them.

MAKE YOUR ESCAPE



To reach Thick, you must make it over the well near the bottom-left corner of the map, then walk through the tall grass along the bottom. Once you find your gunner, he'll make his own way back to the portal.



Tan soldiers aren't the only enemies you'll encounter here. You'll find black onts patrolling various areas, and their natural armor makes them formidable foes. Use your machine gun or flametbrower.



VINTER CERTARY INTERPOLETANCE LANE

Vikid, Colonel Grimm's daughter, overheard your conversation with the Colonel concerning Plastro's plot. Itching for an exclusive, Vikki filed a live report from a portal site, only to be captured by tan soldiers. Film at eleven!



MISSION & SNOWBOUND

Shrap is the best demolition expert Bravo Company ever had. Unfortunately, he's currently locked up in General Plastro's version of Ice Station Zebra. If the green army's counterolfensive is to succeed, you're going to have to bust him out.

GET TO THE BRIDGE



Use the ridge along the bottom edge to snipe the guards. If the tank near the bridge sees you before you cross, it will blow the bridge, and the mission will end in glorious tellure.

CLIMB EVERY MOUNTAIN



Once you're over the bridge, follow the ridge up the right side of the map. The switch to disable the electric funce is inside the tan compound. There's no way in except over the mountains.

DISABLE THE FENCE





If you used extra ammo, look for a secret cave inside the mountain. Once the fance is disabled, walk down and around the enemy bunkers to a stack of crates. Use the crates to climb over the fance.

30

MISSION 9: SPIRING SHIBAP

ARMY MEN: SARGE'S HEROES

B

Now comes the hard part. Shrap is being held in the deepest part of the prison compound. You must battle through six separate sections to reach him. As in Mission 8, if a guard in a tower spots you, he may sound the alarm and call in reinforcements.

RED ALERT!





If you are spotted, three new guards will appear and charge toward you. If you duck out of sight, or if you take out the guard who nounded the alarm, the siren will stop after about ten seconds.

THE GRAY AND THE BOLD





It's not necessary to free the gray soldiers to complete your mission, but if you want to, clear out all the tan soldiers first, then go back for them. The grays fend to charge into danger recklessly.

Snipe any guards in towers before you step through a gate into a new

area. This will increase your chances of passing through the compound undetected. It takes time, but your patience will pay off.

LOCATE SHRAP

0

6



Shrap is in the last section of the prison, in the top-left corner of the map. Once you talk to him, the guards will regenerate. Run as quickly as you can to the helipad in the bottomright corner of the map.

MORE SNIPING



PLASHBOS PLANS

Besides having access to super weapons, Plastro has also found a way to change soldiers into spiders! Shrap narrowly escaped being turned into a creepy crawler, and unless you move fast, the rest of the world may not be so lucky. Here's a brief look at what the future holds for you and your comrades.

WILL VIKKI TURN TRAFFOR?



Vikki will seem quite cozy with her supposed captor, General Plastro, and she'll even give him advice on how to delivor his televised threat to the world. Will she really become a traitor?



No way! Vikki will wait for the right moment to turn agains! Plastro, but to no avail. Though you'll find the final portal, Plastro will escape through it.

STRANGE NEW WORLD



If Plastro can't conquer his own world, he'll be more than happy to settle for this strange, new one. Ho'll lend you on a merry chase through a sandbox, a kitchon, a living meen and more.



The Jinal showdown will play out in a humongous bathroom. Will you flesh out Plastro and bring his evil to an end? Will you be reunited with the lovely Vikk?? Only time (and your skall) will tell!

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NINTENDO 64



MRM

As we mentioned before, Army Men also features multiplayer games for two to four players. These include simple head-to-head matches (the first player to defeat three, five or ten opponents wins) and team-style Family challenges. Unlike in single-player, players can choose different characters as well as the tone of their plastic: green, tan, gray or blue.

TWO-PLAYER MATCHES



In two-player matches, the screen is split horizontally, giving each player a wide-angle view. Note that weapons will be a dif-ferent color on each screen, matching that player's body color. Rest assured that all players can use any weapon.

THREE- AND FOUR-PLAYER CHALLENGES



In three-player games, player one will have the entire top half of the screen. Players might consid-er giving this spot to rockies. In four-player games, the individual screens may be small, but they are manageable, even in pitched combat.

WITTAT THES ANTERAD

NOW THAT YOU HAVE THE BASICS DOWN, IT'S TIME FOR YOU TO GO OUT AND KICK SOME PLASTIC BUTT. BE SURE TO NOTE THE SCREENS AT THE END OF EACH MISSION, WHICH WILL GIVE YOU THE OPTION TO SAVE YOUR PROGRESS ON A CONTROLLER PAK. IF YOU DON'T HAVE A CONTROLLER PAK, THE GAME WILL ALSO GIVE YOU A PASSWORD. GO GET 'EM SOLDIER! HOO-RAH!



ASTEROIDS ROCKS!





Exciting multi-player modes including co-op and death-match

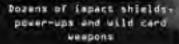


Incredible graphics in LVO x VED mode



fore than 10 levels













CLASSIFIED INFORMATION

0428 6211 4342 0480 MEMBER IDENTIFICATION #

OQUAKE HO

Colors, Rmmo and Gravity

Arm up with some Quake II codes by selecting Single on the Mode Screen, then choose Load on the Start Game Screen. When you're asked, "Create game note on Controller Pak?" select "Do not use," then enter any of the passwords listed below. If you've successfully entered a code, "Cheats!" will appear on screen.

Cool Colors

You can redescorate the Strongs' stronghold with bullets, and now you can redecorate their pad with a splash of new colers. By typing in S3TC00LC0L0RS???, you'll enable an alternate color palette for the game.

Infinite Shots

Your fragging may start dragging if you're constantly depleting your ammo supply. To remady that, use S2TINFINIT3SHOTS as your password so you'll have uclimited ammunition in multiplayer mode.

Low Gravity

For more hang time, jump into Low Gravity Mode. Enter S3TLOWGHVITY???? as your password, then begin a multiplayor match to enjoy the effects of weightlessness.







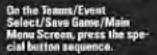
All GT2 Circuit Cars

a la la chia di secola da la

If you've been revving your engines to test-drive all of World Driver Championship's GT2 cars, cruise into Championship Mode, then park yourself on the screen that displays the Teams, Event Select, Save Game and Main Menu options. Press Z, Right on the Control Pad, Z, Z, Z, B, bottom C, A, Right on the Control Pad, Start, B, then A to unlock all of the GT2 cars. You won't earn any experience points for the little shortcut, but at least you'll have some faster rides at your disposal when you go for the gold cups.

lompionship







To change any of the cars' colors, press the Z Button while viewing one of them.



All of the cars from Speedcraft, Kokr, Viewpoint, Reeds, Eurospec, Totalsport and Elite will then be available



You can drive all of the cars, but you won't earn any experience points for using the code to unlock them.

Speed Tetris

So you think you're pretty good at playing marathon sessions of Tetris? With this new code for the New Tetris, you'll barely have time to panic as it makes every block fall faster and faster with every piece you place. Begin a new game and name the file 2FAST4U, then test your reflexes with the ever quickening pace of accelerated Tetris. If the code indeed proves to be too fast for you, reset your N64 to disable the code.

THEINEW





Use the Control Pad to highlight Name then dub your now file "2FAST4U."

Once you've activated the code, the rate at which the blocks drop will increase with every piece you place.



All Cars, Courses and Gold Trophies

For a pocket-sized game, Kemco's Game Boy Color racer boasts a couple of codes with some jumbo-sized effects. To unlock all of the game's cars and courses without having to set your wheels onto the tarmac, enter YQXW-H as your password. To unlock all of the cars and instantly win gold trophies for all eight tracks, use YQX-%-Z as your password.



By punching in YOXW-H as your password, you'll be able to drive any car on any coarse.



With the YOX-%Z password, you'll have instant gratification nabbing all eight gold trophies.

Turok Tricks

The Game Boy version of Turok 2's Seeds of Evil can be a little too evil at times, so you may want to enter some secret passwords to make the dinosaur hunting a tad bit easier. All five codes will work at once, but you must revisit the Password Screen for every code you enter. Once you've activated the codes of your choice, you'll be able to enter your personal password to continue a game you've already started.

JULET OF DES

Password DLVTRKBBRD DLVTRKBLVL DLVTRKBLVS DLVTRKBNRG DLVTRKBWPS

BWPS In

Bird Made

To reposition Turok anywhere you want within an area, use DLVTRKBBRD as your Password, then press A, B and Select simultaneously to activate or deactivate Bird Mode during game play.

Level Skip

After enabling the Level Skip feature with the OLVTRKBLVL Password, press A, B and Stort at the same time while playing a game. The Level Skip option will then appear on screen, and by pressing Left or Right you can highlight the area you wish to visit.

Infinite Weepons

The DLVTRKBWPS code won't automatically arm Turok with all weapons, but it will instantly supply him with unfimited amme for every weapon he finds.

Effect Bird Mode Level Skip Infinite Lives Infinite Energy Infinite Weapons







VOLUME 125

A Whole New Can of Warms

This is no fish story: In-Fisherman Bass Hunter 64's waters can be overflowing with bearded, cap-wearing fish! To see them or any of the fishy effects of the following codes, access the Enter Cheat Code Screen accessible from the Options Menu. If you've entered the code correctly, you'll hear a "boing" sound effect.

Effect

Increases money

ssHun

Code ALLDCASH ALLDLAKES BAGDSNAGS FISHMAN

GIMMEDFISH

HAPPYFISH

HEADADBIGA

HYPERBOAT IWINIWIN

MONDOFISH

RUBADUBDUB

SUPERLURE SUPERSTRING WHATADRAG Unlocks all lakes No snags Increases fish on fish finder Adds 55-pounder to live well Makes fish more active Puts big human head on fisherman and fish Faster boat Instant Tournament victory **Big fish** No Tournament penalties Transforms boat into a bathtub Easier catches Unbreakable line

Slower boat

Not Even Doors Will Stop You

If the pyramid scheme of Montezuma's Return has got you stumped, try approaching the booby-trapped ziggurats from a new angle. To pass through locked doors, use the password "SUNSHINE." For unlimited lives, type in "ELEPHANT" as your password.





Nothing will harm you as long as you've entered "ELEPHANT" as your password. Don't bother knocking or unlocking. The SUNSHINE password allows you to enter any door.



Hidden Printer Peature

If you need a break from catching Klax tiles, punch in the following password: green blockhead, green blockhead, red circle, and blue square. Rather than rolling out more blocks off the Klax conveyor belt, the game will roll out a minigame compatible with the Game Boy Printer. To print out the mixand-match people who will appear, hit A. Press Up or Down to scroll through the face selections, and press Left or Right to cycle through the different bodies.



That's not the prettiest fish in the lake. It's a good thing this is a catch-and-release sport.



A convenient place to wash your fish, the bathtuh boat helps get them zestfully clean.



To access the Klax minigame, enter the password shown above.



With the Game Boy Printer, you can print a hard copy of Kodak moments like this.

GLASSIFIED INFORMATION

STAR WARS

All Cheats, Vehicles and Tracks

Back in August we revealed how to unlock the Debug Menu. This month we expose how to access all of the menu's variables, enabling you to tweak things like artificial intelligence and vehicle stats. First begin a new game file, then press and hold Z while using the Control Stick to scroll through the letters to spell RRTANGENTABACUS. Hit L to confirm each letter choice, then highlight "END," tap L, then name your file in the normal fashion.

Full Cheat Menu

Once you've entored in the code RRTANGENTABACUS, pause a gene in midrace. Press the Control Pad left, down, right, then up to activate the Cheats Mene, which will sport all options as fully accessible.

All Racers and Tracks

To unlock all recers and tracks, keep the fourth save slot empty and enter the RRTANGENTABACUS code. Return to the title screen, then press L, R and right C simultaneously. A fully stocked file named DBG will them appear in the fourth save slot.

Autopilat

The RITTANGENTABACUS code will also enable Autopilot Mode for your game. During any race, press R and Z at the same time to activate or deactivate the mode. With it activated, you'll need to control only your speed by pressing and holding A.







Fest-Forward

Fast-Forward Mode and all of the codes below require you to access the Debug Mene and switch the Debug Level to any number other than zero. Once you've hit A to change the Debug Lavel number, press Up on the Control Pad to speed through the track.

Rewind

To quickly backtrack through a racetrack, press Down on the Control Pad. The timer will still move forward, but your Podracer will shift into reverse to drive against the flow of traffic.

Invisible Podrecer

To make your Podracer as clear as a wookloe is hairy, press Left on the Control Pad. As long as you hold Left, your vohiclo will cruise in its invisible stealth mode.

Monochrome Mode

For monochrome settings without textures, press and hold Left on the Control Pad and the Z Button at the same time. By pressing and holding the Control Pad in the northwest position along with the Z Button, you can fast-forward through Monochrome Mode.

Self-Destruct

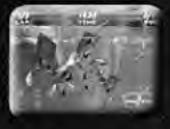
II, for some reason, you like to hear Anakin (or whomever you happen to be playing as) scream as your Podracer explodes, hit self-destruct by tapping Right on the Control Pad.











VOLUME 125 - 37

If you have a trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to classified/mintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com. Nintendo Power Classified Information P.O. Box 97033 Redmond, WA 98073-9733





 Climb into the cackpit, buckle your sestbelt and get ready to expansion the most aucling, off-road extreme action of Maneter Truck Madaese^{ne} 64.



7 Modes of gameplay including Circuit Racing, Summit Rumble, Police Chase, Indoor Soccer and more.



 Multi-player manie allows up to 4 people to play against each other; head to head.



Featuring BIGFOOT™. Grave Digger™, nWo™ Hollywood Hogan™, WCW™ Stinger™ and 15 more bad boys from the world of Monster Trucks.







BIGFOOT

THE OUTSIDERS^{IN}



PHOTO BY DAVE HUNDOON

IN-STORE DEMO

Nintendo knows you can't wait to see Rare's gigantic jungle adventure that turns the whole DK crew loose on the N64. Now in stores, a playable demo lets you monkey around with this madcap Pak.

ARE PAS SNEAS REES

They wowed cowel-powering at Ly in Lies Angeles, then SpaceWorld in Tokyo, and new it's time for ofK and computy to swine into your in obliganord and show you how they party thing to ever the site. Two means they are charling to be first the space

WINTENDO⁴⁴

This time the shint of endle grows by three new Kook characters, and the worlds you'll explore are much henter than even bridger there? Our physiolodieness are startenily in stores, dwinglehards encounters, in stores, dwinglehards encounters, Rel, and one fire will believe as encounters to base out

DDDY'S FUNHOUSE MINE RDE

All the collection of the and furthings tricks in this must carlevel might make out the contribute flat in portion particular multion type, you will with the performance between the sittery that, pour must collect at least 70 cents spread through

shars packed with cold blooded Krendings and short fused IN1 barrels. Diddy's mine cart madness is back on track, faster than over on the Ntol, and with Rare's tracetish lubling effects, it's one wacky ride you won't be able to shales.

Reckless Gold Rush

vride you won't be able to shake. Strangers in the Da

DONKEY KONG 64

NINTENDO 64



Mining carris crammed with explosive TNT race down tracks that cross the one thirt you immediate beauty get a nasty blast of your cart of a desagainst one of them, and you'll take a few comis. Speed up or show down to evold colliding with them at the intersections.

It's impossible to collect all the cores in the shaft, but you can snatch 70 of them by jumping and learning to the soles of the shaft.

with sharp timing. If you lat any distuctes like the alligator jaw that snaps shut or are struck by metrics like the Crombros, you'll have a few dones. Speed up and slow down to avoid them.

Split-Second Switch



At three spots along the way, the track will fork left and right- and you lifewye to make a sudder declarer which way to swing the spooning gate. One track has several coins, the other has only one, hierder, here are the numpratics right, left, recorden.

TNT with Attitude



dust when you perfect and facting your left and racht, this called inner shaft hurls. TNT at you from unexcepted directions. If you go find slowly, TNT will have up behind you or numerit to open you biolog, so worth you speed. Also, TNT home's will drop on you from show - so offen your brakes when you see them call.

CHUNKY'S VOLCANIC GREES

care subscripts, divising on weathing out in the Receptions of the operating sources and characterisons debuts to the demo. But use Deadery Kong but with newsy that it make a particularial waveful number monitor. Characterison a mega-reptilian boss that spows

tiochalls on a massive order with a stuarty bowers into a later of taxabelow. This core surrordeleated usually this is more of those oper taxathey that will keep your block building. Follow these tips to keep your could be under the attack showdown.

Barrel Brouhaha

Fireball Five-Pack



At the start of your touch but be, you must score several TNT column's hits on the boss. Wait until he likes over to one of the column's conversional and and a. Then race to the barrel the tradedears in the center of the column Grabit with the 6 Batter. Then throw durt the bass.

Off the Richter Scale



This restless register will stay on the move, sometimes landing on the column to split over fermidle at you. It's difficult to craft and throw a barrel during his attacks, an wait antificial five forebath have bassed. Then the bass will offer thand and chaile his frequent you-that's the best time to stroke.

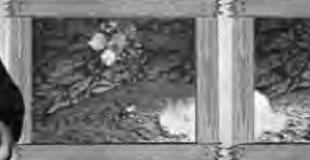




The volcatic boss contains on thip of a prover order his scally hide and will occasion ally strike the ground, backing a tidal swell at the carth with a creation fire. The fire spreads in a Videorg ring if the fire touches you, it will take a big bite out of your vectormelion health meter. Avaid tokin ordinnings by rishing up the swell and leaping over the spreading fire



Cannonball Run





Chenky Kong has a vehicity of new moves, and his carrianball spin can help you keep shead of the basis is terror the attest is free part among twine ranning by pushing A and the terrnential spin while contradic by pressing B. Because the bear's finiteally explore against the oractor want or growth our migs of the time contradiction ary part help youngs the explore part and provide ryou we especial advect in the final set but are feeling the hear reportships of a

Apocalyptic Tantrums



The mega-reptilian bass has two huge moves that turn the heat way up. After you strike him, with a flow TNT barrels, he ill radiate with explosive energy then send an increapable wave of flame at you, so make sure your beattly meter can survive the hit. Soon after that, he it pound the rock column so hard that it will begin similing quickly into the massive lava lake far factor, which puts you on a strict time limit to finish off the boss with the following fear moves.

Out for a Spin



Behemoth Barrel



While the column is sinking into the lave take and you strike the boun with TNT, the next bernel that will pop up in place of the TNT will

allow Clearly y to become achage as the basis for a law seconds. To ob the barrer, then back the basis into a corner and punch away at him by pressing the B Builton.

Turbo-Charged Punches Reptile Roast



Churchy has more moves when he's giant-sized darms the on-shight. When he dang down the Z Berton, press A to make Churchy lead has not the arc. But hy holiding Z and an assing the B Button, volume (interview pack at pack at part of that you make the basis see stars. Harmer the basis with as many at these upper part to say you gan before you short's to repart to here a spector of the say you gan before you short's to repart to here a spector.



After surviving the boss sitemperature tantnume, you might think there a no end in sight to this tripht. But if you vertaing in there this tring with the tava take tapang at your herds, you're very close to victory. If you use several growth burrels and plant a few super punches on the boss's noggin each time, you'll such topple him into the fire holdw. During the end bartle the faits into the taxe many binus – a the truly the fact you if seviol the hothead?

VOLUME 125 (3)

DONKEY KONG 64

VINTENDO 64

DONKEY BONEFS ARMADILLO ASSAULT

For presider Decary know pares, Know has point or safer to both lock increasible tasks from the wild. We've bother willing to describe duty york in the name of entertainment-and new Rare has traveled to the tour cor-

nors or the world to bring los k an evolution undicides menageric tac ElKost in the dense you tackle an annaldle that packs an ounve caliber ascend under as shell, and only Donkey Kong has the moscle tact as its 7h spectros such hostile turf.

Get the Last Laugh



You're tradoeil in a grassy arena with the arriad big who had a furrets that Blact a nearly nonstop barrage of onergy or be at you. While the post affactor is no otects be

you Write the poss affactor, in protects his one's south as fane-inder his she. Wait until he pokes his face out to such at you then timply a TNT barrel or his globing roug

Hairier Jump Jet



Juggernaut on a Roll

When the armers to begins to cking up into a ball, start remming to a safe distance. Once to ckad, built not toward you to try to signash you under his balk. You may need to ran around one of his artis if to get s too close. Use the full and right C Builtons to raciate the campararole when the armania's shell blocks your view of Donkey Koro.

This articulations even bender to bear where the conterms informers assault vehicle. Each tane you boart from with TNT, beill use his turnurs to Lover to indust for a moment bofore crashinsback down, creating a spreacher my of group rafeation. Ben't back off from the radiation. It your on straight toward if and your timing a perfact, you should be able for pring over the wave without forms.

Manic Ammo Blammo



Vor'll need to throw TNT at the armshillo several times to mesh the right and to climes to the boars by all Whom his at her must dealer at the how will slow this strongers two appoint a gradual gradient that does your every stem. The good news is that if you be is anyther the maker, your next TNT strongers the possible acting these will be dry put to explosive end to response this successe.

Ready for more unbelievable bosses? For now, you'll have to tackle the challenge of the in-store demo. Next month we'll go much deeper into Rare's upcoming Kong-sized Pak to reveal many more safari surprises that have been hidden in the jungle, just waiting to burst into the open!

NBA JAM 20



Custom JAM mode courts, including Venice Beach and school yard



law-dropping Ultra Hi-Roz^{**} graphics

assiaimsports.com



Authentic 5-on-5 simulation mode with actual team play styles like the Jazz pick-and-cuil



the Hild Pro-



All-dew 2-on-2 JAM mode featuring 50 new dunks and swesame special effects

RAFT TAT

Are you prepared to engage the alien menace in Starcraft 64? If not, you'll likely face the embarrassment of total extinction. To help you avoid this horrific fate, Nintendo Power offers the following strategic overview and primer for interstellar commanders everywhere.

C 1999 Mintendo Bizzard Entertainment



Starcraft 64 from Nintendo taunches players into a icisn world of mal-time,

strategic campaiens. The single-player game includes episodes for early race and special custom scenarios. You can access the two-play or game and single-playor Episodes by through VL only it you have an Expansion Ed. installed in your N64, Fortunately, the extensive game manual coversimest of what you need to get station. Power beginning strategic exploration by examining units and representative missions. tor all three races. You can access even more information of roblem do concloud the official Statement site at blizzaro com-

The second of the formal second second



Players enter the galactic itay conversing and of three races in a desperate bid for survival. Each race has significant strengths. and weaknesses that provide a un care challence.



The Brood War episodes menvailable only if an NE41 Expansion Pax is installed These extra missions include serveral new units. and a continuation of the And the approximation.



furthrive in the barsh conditions or the cold outer ran worlds of Stan ran 64. isoch of the three races has loarned to make use of the scart catural resources available to them. those resources, include Vispene, Gas, for enongy and deposits of Minetal-Crystale for creating sputieships, when cles and armoc



Lowly worker units from each of the three alies races tranvest Mineral Crystals, Although the Zero don't build units and structures with minerals, they use them to harden the rootes.



Even in the outer reaches of the galaxy. Fohlers gain a strategic advantage from simple tactics such as taking the Water-ground, Use this ractic to defend bases. and umhur-b enemies.



HOW IT RATES

Animated blood and gore and mild pro-fanity mark the worlds of Starcraft 64 according to the ESRB. The action is intense and definitely aimed at teenagers and older players.



STARCRAFT 64

NINTENDO 64

TERRAMS

Terrans are the immore descendants of a fost colonization thet from earth that Lods (table appropared to bathic advanced allow opennes. Fortunately, they fear quickly and develop the rechnology needed to combat the threats posed by the Zerg and Protoss. Perhaps their biggest threat

comes from Intental factions, teman anto range nom the albempertant, but weak. SOV to the mighty Battlemuises,

TERRAN 100007555

SCV

A Terran in an SCV suit becomes a miner, a builder and a repairman all rolled into one. The SCV worker is the backbone of the Terran effort. Build many quickly.



Marine

Upgrade the basic Terran ground troop unit through tech advances. Stim Packs and range increases are the best upgrades. Marines are effective fighters in large groups and solid defenders in bunkers.



Firebat

Armed with "Perdition" flame throwers. Firebet units wreak havoc on lightly armored fees despite their short range. Use them in small, tightly bunched groups to con-contrate the firepower.

TERRAH STRUCTURES

Prerequisite for building

Add-on structures

Medic*

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This unit appears only in the Brood War scenarios of Episode V. Medics heat wounded infantry units, so keep them behind the front lines during a battle. Medics can also cure some Zerg infestations.

Ghost

Ghost units have the ability to cloak and disable mechanized units using "lockdown," and they can guide nuclear weapons onto an enemy target. Keep them bidden in bunkers until you need them.

Vulture

The speedy Vulture hover-bike is the ideal scout vehicle. With tech upgrades new Vultures can loy three mines-perfect for stopping ground troops—or increase their speed. Vultures can't attack air units.

Siege Tank

The Arclite Siege Tank works best against large units in Regular Tank Mode. When tacing smaller units, use the Siege Mode to maximize damage. You'll need to visit a Machine Shop before you can gain Siege Mode.

Goliath

Goliath walkers excel at air defense, but they are more expensive to build than Misselle Turrots. If you need to defend advancing ground troops from enemy air strikes, the Goliath is the perfect weapon.



Wraith

The cloaking capability of the hter makes the craft a perfect spy Wraith fig vehicle, its offensive potential is greatest against large, serial units such Protoss Carriers, Battlecruisers and Zerg Overlords.



Drop Ship

Dropships have no offensive power but can carry eight Marine, Firebat and Ghost units, four Goliath and Voltare units, or two Siege Tank units. Try dropping a group of Marines on an undefended mixing operation.



Science Vessel

The Defensive Matrix is a shield that the SV extends over a targeted unit. The 250 HP shield won't last long, but it can keep a vital unit going in the thick of battle. It's very useful for protecting Dropships.



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Valkyrie Frigate*

Available only in the Brood War, scenarios of Episode V, the Valkyric Missile Frigate is a support ship that punishes light aerial units such as Wraiths, Mutalisks and Scouts, It's worthless against ground targets.



Battlecruiser

The Battlocruiser is expensive and takes a long time to build. It is vulnerable when used alone, so build six or more and repair them when they are damaged. The Yamato Cannon option gives you 260 damage points!



the Zerg are a union of genetically evolved creatures under the control of the Overmind, instead of using technology to wage war the various types of creat

sines within the Swarm have exhaused biological attributes that are the equal of the weapons possessed by their enemies. Zero units an icreated in the Law new, and all seguroring organs must be placed on the connective tissues of the creep

ZERG UMPT'S.

THE REPORT OF TH

Overlord

The Overlord is used for supply. transport and detection of enemies. As a sup-ply depot, each Overlord provides sustemance for eight units. It can detect cloaked and baried units or transport several units.



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Drone

The Zeeg Drone is the builder of the Zerg hive. Within its genetic structure is the information to build any of the organs that serve as buildings for the Zerg. The Drone can burrow to hide from attackers.



Zergling

This scrippy little fighter is the basic ground unit for the Hive. It is most affec-tive in large numbers. It is expendable, but a rush of Zerglings can easily overwhelm poorty defended enomy camps.



Hydralisk

The Hydralisk moves slowly, but it's cheap and fast to build, and with its ability to strike enomies on the ground or in the sir it's the most versatile of all Zerg units. It can regenerate and berrow.



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This unit from the second Zerg episode attacks with projectile spines while bur-rowed. When an energy isn't using detection methods, surround the energy lass and slowly move the burrowing Luckers cleser to the center.

Scourge -

This agrial attacker is useless against ground targets. Use it in conjunction with Mutalisks, Guardians and Devourers to avoid being wiped out. Dnly use two Scourge units against most enemy aircraft.

Mutalisk

The Mutalisk flies fast and makes the perfect scout unit. It's also an excellent choics for hit-and-run attacks against slow aerial units. Mutalisks can be stacked, making individual units harder to target.

Guardian

The powerful Guardian can thy and hover over any terrain or space, and its long range is unequaled by any other unit in the game. It is evolved from the Mutalisik and has no defense against nerial units.

Devourer*

in addition to acid attacks, the Dovourer fires spores that attach to enemy units. The spores cause damage during each successive attack, and they also render the unit's cool-down time less effective.



Queen

The Queen unit has several avvesome abilities. It can infest enemy command centers, ansnare enemy units and spawn broodlings, which is a powerful way to destroy any biologicallybased enemy unit.



Ultralisk

The mandibles of the Ultralisk can slice through almost any material, and with 400 HP, this monster can withstand a lot of fire-power. A group of Ultralisks can draw atten-tion from more vulnerable units in an attack.



The Defiler has several specialized abilities that make it a terror, but it has no normal attacks. The Dark Swarm ebility cov-ers units and makes them impossible to tar-get. Plague can reduce a unit's HP to one.

Infested Terran

The Infested Terran is created when a Queen infests a Command Center. This kamikaze zombie is most dangerous when it's directed to a specific target, but it has to reach the target to destroy it.



STARCRAFT 64

NINTENDO

The Protoss rely on their assessmension abilities and distructive roberic units 2. 2. 8 1 1 1 8 8 -0 -0rather than the swamning numbers of the Zerg and Terrars. This ancient cace tols

lows a unified code, called the Whala, that gives them strength but also limits their readiness to adapt to changes. Instrudor building new structures in the barde avera, the Protos swarp buildings into place, from the home planet



E 66-86"T"

Probe

The primary job of a Probe is to mine minerals and Vespone Gas and set up warp fields for transporting buildings from the Protoss home world. A Probe also makes a good scout unit. Enemies often waste time chasing Probes.

Zealot

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The Zenlot is the most advanced basic ground unit in the game, and it's more expensive than comparable Terran and Zerg units. A Zeolet can't attack air units, and it has a very short range of attack.

Dragoon'

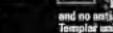
With its ability to attack air or ground units, the Drugoon is the perfect part-nor for a squad of Zealots. It's best to keep a Dragoons behind the Zealots' front lines. The Dragoon ian't effective against small units.

High Templar

The edvanced High Templar is a war-rior that has no normal attack. Instead, this warrior has several special abilities including the Psionic Storm and Hallucinations. Two His-can juin to form a mighty Archon unit.

PROTOSS





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Dark Templar*

In spite of a long cool-down period and no antialr strike capabilities, the Dark Templar unit is still formidable. Its permanent cloak is its greatest advantage, particularly against Terrans.



The Reaver creates Scarab Drones that shoot out and destroy nearby enemy units. It's particularly useful in destroying detensive structures such as Bunkers or Spore Colonies, but it's also quite vulnerable.

Scout

With 150 HP the heavy Scout isn't just for recomaissance. Use it in small groups to draw fire from your vulnerable attackers or defenders. Scouts are last enough to perform flanking moves that can disrupt enemy plans.

Corsair*

This air-to-air unit is available only in the Brood War opisode. Its Disruption Web ability keeps victim units from attacking. Used in conjunction with the Scout, the Corseir can be a menace to ground troops.



The Shuttle transports units inte battle or flies them over terrain or space that they couldn't cross alone. The Shuttle has eight slots—A Dragoon takes up four slots while a Zealot takes just two.



Observer

The Observer can't attack, but it's permanently cloaked and makes on excellent scout. It can also detect cloaked enemy units, eo you should position Observers over vital regions to see if cloaked enemies are nearby.



Arbiter

The Arbiter has three very special abilities. This aircraft can cloak other yessals—kind of like a Trojan Horse. It can trans-port units into the thick of battle, and it can treeze enemies in a stasis field.



Carrier

The massive Carrier is the sledge hammer in the Protoss arsonal. Each Carrier cae hold six to ten interceptors iten if upgrad-edi. The speedy fighters will continually swarm and attack an area until it is rubble.



Archon

The Archen uses lots of resources, but it's a formidable warrier. Use it in conju tion with Zealets and Oragoons to create a powerful strike force and to draw fire away from less shielded units.



Dark Archon**

The Dark Archon's Mind Central ability gives you control over an enemy unit. Use it on transports to win the transports and all of the units onboard. The MaeIstrom ability freezes biological units in their tracks.



When the computer ALgess for predictible, 15time to take on the ultimate alien intelligenceyour friends, you'll have to use an Expansion Bik. to access the Two-Player Mede, but it's worth the eitori, Uhoose from seven mate, three Game Typesand other Standatt or Brood War units. A special Man Mode and the Scenario Mode add oven more depleaned varies, to the multiplayer game. and the second TIME

UIRS HAW DEM

Although it may seem as if you could danily. spy on your apponent. you'll be too busy commanding your units to spend much time unversitionaria.

MULTIPLAYER BASICS

Here are some basic multiplayer strategles. Build resource gatherers and basic units right away. You may be able to win with low-cost units if you act quickly. Build defenses first followed by an attacking force. Build more than one base, and don't back down.

MULTIPLAYER SCENARIOS

More fun awaits players who check out the Scenario option for multiplayer matches. Under the Map Type selection, go to Scenario, then change the Map options. There are five outrageous Scenarios available, ranging from football to a Zergling round-up.

King of the Hill



This game is easy to understand but hard to win. Just have the most units on the top of the hill after 30 minutes.



Pro Bowl



Starcraft



This is a cepture the flag game using spe cialized units. You'll score ten points for capturing the flag and one point for every defeated enemy.

Zergling

CUSTOM SCENARIOS

Once you've completed the fpisotle Mode of Starcraft 64, a new challenge

beckons with the Scenario Mode. In

this option, you can play one of nine

existing battles or design your own bat-

the, choosing the maps on which you'll fight and the enemies you'll meet.



Old Faithful



The Old West heads to deep space in this Zergling rodoo. Use Firebats to drive Zorglings into a high-tech corral. The first one to 25 with.

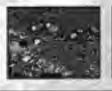
Any units on or over low ground on every eighth minute will bo lost. The goal is to collect 5000 units of one from this dangerous world.

P Col anti anti anti anti anti anti CILLICIC-CO

Starcialt 64 juris out to be one of the deepest games ever ter the N64. The dezens of one-player missions with three very different is ces to - just the beginring. We estimate that the average player will base well over one hundred hours of game play in the Single-Player Mode alone. When you consider the Scenarios and Multiplayer games, Stormatt 64 scens as vast as spuce itself.











50 NINTENDO POWER

STRATEGIC EVALUATION

Enormes often attack resource ands first, so it is a good often or T-man commanders to protect their 50 Vs with a Buelue full or Marines. Build the base amond this and bit off your buildings it meles forces such as Zeiglings appear. Later, surround the base with Burkers in such a way that every prometer area is anyoned by several Burkeys. Add Maylie furnets to make the decrease such stronger.



The mobility of Terran structures can be used to reachineve resources on to switch between sourcal add on structures, which is more officient than boilding shase structure for each add on.



SCV units repair damaged structures and armitred units. The more SCVs you use, the faster they can repair the damage: Keap SCVs near what structures for exick repairs.



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TERRAN MISSION STRATEGIES

1.3 Desperate Alliance

The Desperate Alliance scenario seems like a defensive exercise since the goal is just to survive for 30 minutes until some transports arrive from the Sons of Korhal to rescue your troops. You can play the mission defensively by building Bunkers and Missile Turrets at the two entrances and concentrating a lot of force on the upper platforms that will be difficult for the Zerg to storm. The other strategy is to take the fight to the Zerg's home territory.



You'll need plenty of resources to prepare for the Zerg attackers. Begin by building lots of SCVs, for both resource collection and repair duties.





Bunkers are essential for defending your base. Block both entrances to your base and fill the Bunkers, with Marines, Place SCVs nearby.

Build a force of at least 12 Marines and 12 Firebats. The more damage you inflict on the Zarg early in the mission, the fervior Zarg will swarm at the end.

1.5 R

Revolution

The character of LL Kerrigan is introduced in this mission as Antiga Prime gets set to overthrow the Confederates. Your objectives are to bring Kerrigan to the Antigan HQ, defend Antigan rebels and ensure the survival of Kerrigan and Raynor. Character units such as Kerrigan and Raynor are stronger than regular units and will reappear in the game. This mission also relies on the development of stealth technologies and the use of ghosts.



Lt. Kerrigan's "lockdown" ability eliminates the thread of the Confederate Wraith tighters as she heads toward the enemy base.





The econy's Missile Turrets can detect Karrigan even when she's cloaked. Send in Marines to destroy the turrets, then use Karrigan to capture the beacon.

After strengthening your base's defenses, build a dozen Wreiths to attack the enemy base and resources. Then invade with Marines in a dropship.

1.8 The Big Push

The rebels are planning a strike on Tarsonis, but to take the Confederate's capital planet they must secure the orbital defense platform. The objectives are to eliminate the Confederate forces and ensure the survival of Gen. Duke, At the beginning of the mission, fly all of your units west to the abandoned base and resources. Later, use the Cruiser with the Yamato gun to knock out Missile Turrets, then use ghosts to target the nukes on key targets.



Move your units to the abundanced base and hook op your buildings to the existing add-on structures. Build lots of Siege Tanks, Missile Turnits and Marines.





Use Wraiths and ground units to draw fire away from your Bettlecruiser. The cruiser's big Yamato Guo can destroy enemy Missile Turrets with one shot.

Dage the memory's Missile Turrets pre gone, you can bring in clonked ghosts and direct your nukes to hit prime targets in the enemy's base.

STRATEGIC EVALUATION

The Zorge ability to regenerate makes is possible to usu yau anacking torces, bringing one force forward until the units take cores detable than the then toth atting with the injured units while sending in the secand force. Sy rich back and ooth to make officient use of the two torces. Burrowing is another key techmighter, it shall for regenerating times, spyring on courses and setting ambushes,



Double the graat advantages of the Zerg is that you can procupe and reambers of units quickly and without a Inice cost in resources. Use those miniphy to overwhelm Informations.



flong you've developed the larrowing ability, you care set ambuishes for enermies. If the energy doesn't have detector units, you can utitizity surprise and defeat them with ambushes:



CRG MISSION STRATCGICS

21 Among the Ruins

This mission is quite basic, but it introduces many concepts that are unique to playing with the Zerg. You'll create a Spawning Pool and a Hydralisk Den and protect the Chrysalis. Although this is primarily a defensive mission, you can also build great numbers of Zerglings and Hydralisks to ravage the countryside. As the Zerg, you'll find that the best defense is a mighty offense, You'll also learn to use the burrowing ability to waylay unsuspecting Terrans.-



Your first order of business is to produce lots of Drones, Unlike other builder units, Drones actually morph into the structures and are lost as workers.



The Chrysalis is plant-ed on the left side of the Creep. Protect it at all times with at least six Zerglings. To be sale, throw in some Hydralisks, as well,

Build large forces of Zerglings and Hydrali —at least 12 of each ek e and then go forth to pillage the Terran bases. Leave a strong defense force, as well.

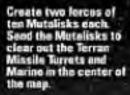
2.3 The New Dominion

On the ash world of Char, the psionic abilities of the Chrysalis grow ever stronger, luring the Terrans to their doom. Your job in this mission is to protect the precious Chrysalis and eliminate the Terrans. Once again you'll be faced with the challenge of defending your colony, but you should also use the rich resources in the north to build a second colony and increase your wealth to build a swarm to invade the Terran base.



The Torrans always attack from the upper-left side of your colony. so prepare for them by building a perimeter defense of Sanken and Spare Colonies.





It's always a good idea to have a second hatchery. In this case, build it in the north and spewn as many Matalisks as possible to send against the Terrane.

2.6 The Dark Templar

In this mission, Infested Kerrigan is in charge of a force on Char facing a Protoss invasion led by Tassadar. Essentially, it is a race to develop the Guardian unit before the Protoss destroys your base and Kerrigan. There is a rich resource area. directly east of your starting position and another to the south with several Protoss units defending it. Expand to these areas and build Mutalisks to support your Guardians and Hydralisks to defend your colonies.



At first, build Hydralisks to defend your original colony. Place these units on the two ramps that lead up to your colony, but don't wander ler.





Later, build Overlands to transport Drones to the new resource areas and create new Hetcheries, but make sure you secure the areas first.

Destroy the Protoss base with eight or more Mutalisies, at least eight Guardians to destroy the Photon Cannons, and ten or so Hydralisks for ground support.

ATESIC EVALUATION STRA

Since Protess unitsul cluster as co, it's you'ling you protect your resources to more than a Service as as as of Photon Commun. around reason down Weson to Las deposits. As for healding bases, place buildings m overlapping, regions of Pytons II use Pyton subcomped, your buildings will continue to function. Afsein As Probe- to new done some a wang-trold has been generated to be on on . De lefting



Once you epitts The Grants port ware for a new building, direct, she Prese to adme other tess such as roso realize line from search ind, or welp transportation of another structure



Special abilities, with an the Arbiters recall and classking, and the Templer's power to create hellechations, a Inv Protoes communifers to use subterfuge as a strategy



PROTOSS MISSION STRATEGIES

3.3

3.4

Higher Ground

You must eradicate a Zerg brood in this mission. The idea is simple: Destroy everything, But successfully destroying the Zerg brood will require fast action on your part. Keep in mind that Protoss units often work best when grouped with other types of units. For instance, putting Zealots and Dragoons together allows you to target both ground and air forces. It's also vital to build secondary bases to gather resources, because your units are so expensive.



Group all of your attack units together and use them to hit Zerg infiltrators as they pop up. Build six to nine Photon Cannons to protect the base entrance.





Use a force of Zealots and Dragoons to clear out the area rich in resources south of the western Zerg colony. This area is infested with herrowed Zerg units.

Move northwest with a force of Zealots and **Dragoons**. Use Scout fighters to fend off incursions from the east, then continue east with your main, assault group.



Alter linding Tassadar in the northern base, take your time building up a strong force of Zealots and Scouts for the trip back to the beacon

On the difficult journey back to the starting point, use Archon units to extend shields around your weaker units. Archons are also strong fighters.

Zerg, so they've sent a task force to Char to capture him. Your mission is to find Tassadar and

The Protoss Judicators believe that Tassadar is. responsible for their past misfortunes with the

The Hunt for Tassadar

bring him to the beacon. This mission marks the first appearance of High Templar units in the game. Since you won't have a base until later, you'll have only the units that you start with in the early going. Use the High Templar's PsiStorm to uncover burrowed Zerg units.



When you reach the Creep, use the High Templer's PsiStorm to clear the Creep of burrowing Zerg units. on't rush in with your ited units.



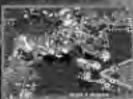
3.8 The Trial of Tassadar

While Tassadar is about to stand trial for treason, Fenix and Raynor band together to destroy the Stasis Cell where Tassadar is being held. This mission pits Protoss against Protoss and requires the use of strong air support. You should beef up your defenses with six to nine Photon Cannons and build fully developed Carriers, which takes time. Since the CPLJ opponent uses stasis abilities, keep your attack groups small so that an entire army is held in stasis lock.



Even the large number of Photon Cannons won't be enough to keep out the enemy. Back up the cannons with fully developed Carriers to bey time.





Don't waste units that should be saved for the final assault. Inside your stranghold, con-centrate on attacking air units that can get by the cannons.

Your attack force should consist of two proups, each with two fally loaded Carriers and five Scouts Raynor's Battlecruiser is in the backup role.







NAME THE STARS OF All Star T

Win Everything You Need to Become an All Star Tennis Player On and Off the Court!











To Win: Match the number next to the correct name of the All Star player on the entry form below. Mail it to: Ubi Soft Entertainment, 625 3rd St., San Francisco, CA 94107, Remember all entries must be received by November 15, 1999 to qualify.

Hint: Find the answers on the back of the All Star Tennis '99 video game at your lavorite video game retailer or visit the Uhi Seft Entertainment's website at www.ubisoft.com.

ENTER NOW ALL ENTRIES MUST BE RECEIVED BY NOVEMBER 15, 1989 MAME the stars of Lilley Place the correct number next to All Star player names Mark Philippoussis **Gustavo Kuerten** Michael Chang Jana Novotna Jonas Björkman Amanda Coetzer **Richard Krajicek** URAN to: UBI SOFT ENTERTAINMENT, Inc. 625 Third Street, 3rd Floor, San Francisco, CA 94107 Age: Name: Apt.#: Address: State Zip City: white the birth and the families in Frances Control Proceedings

A La constant of a second seco

Grand Prize:

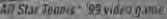
To the Court 20 Hours of all lession at remis administrat All Star Tentes Satures Har Tennis Racquel Fennis Balls Tonois Steakers Tentils Warm Mill Gen

Off the Court.

Binlends - 64 video game system with muldif Star Terriss - 99 video game S Ninte an 64 Controllers Nintendo 64 Rumble Pak Nintendo 64 Contractor Pat Suntrante - 64 Exception Exc

5 Second Prizes: A Game Bay Eulor & All Star Tennis" 99 Game Boy Color video name

25 Third Prizes:







Stay off the streets, keep the cows in the barn and call the cops. THQ and Pacific Coast Power & Light have unleashed Road Rash onto the N64.











When every action approved between the all fourplever rectanced Pray accomplished happen in when remain the new of pleases transfer Readhead or fers agree start opported key motion.

The concentration and knock patients of the occur, theory or will knock patient of the occur, theory or will plate on a field as this come and years also a feature in the mobile of the park, to comether respect, you if herein the fast and tough. Basic recing skills are associal, but they won't do one can be good when you're to rel work o but clubere the head, you'll have to right tot appearents would traveting at deadly speeds and a you manage to survive you just might be invated to become a loyal energian of the park.



Displan, Arts Point Luc a surgational history of Lucinic Art, Art administration Real Bash 64 is cartisfies individual to my Thill BC — Air

EN NP: HOW IT RATES



Road Rash received a Teen rating for its fast-paced action and explosive demolition sequences. There is no graphic violance.

52

ROAD RASH 64

INTENDO 64



Bad to the Bone

the you sure you wall hardlac with the hard books from out this tempt year typical most many it you know comments and the soul to the long, via l'his econo pavement. You starr as an indie i virti dat anvisure portion the Indexes or transfers, out of you you cance that could even emaight cash they liver not send to me time.

Thrash

chrash Mode cover you he changed outa few practice county and to-t-days datierent bikes before entering real dues. But to practice on onness of loads, you'll have to anlock the by winning in The-Dig.a carrie

Multiplayer

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of rulaliblayer colores. Prayers call follo in special area a teela, fight to the traishplay a stated on billion rule or hunt the

production acres



14.





BIG GAM

The Big Game

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E-mine.

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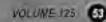
The Big Picture

As ID - SPIS Later, YOR THE WORK PARTICIP. min. Utips are filled with busy sheets and sharp corners, so take it in on shouly when entering, constra-obtaination. Once since away from the might lights and mora the east publicle, as fall to other and other Discounder resident





Consider selecting an appropriate not in placing for each track. Sport black with a city's endory we baingrenesponerver illuments only streets. While last mosors will a mailer of a down age music.





Ride in Style

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ROAD RASH 64



Gene years a savely comparison to be every restriction a Controller Pak Then you can hay a new blue and give it a fest-shive. If you can take 1, just respect to equine in a purchase meather role.



In y tage minoment in twitten traveling excount the following like it you have mouch spinor, pop a where a bottom approaching a steep incline and share into the sky avoiding the oncoming traffic:





Some minute if a borrhor to one ground more sharp one for a contact when your freah to interfail to force a world be according to the other materials do when y exertance share storage. You can be trendly be subject to storage.



The accordingeter shows how much dumupe your like has taken Eallerting power-ups will help for problems, but once the meter is empty, your beknis too for gone and you'll have to eavy for report.





Believe it or not, there are some rules that all billers opey. For example, while off-mail explaining cambe a good way to find power ups, if you't five an extra locu shorteut, you't be dequail ed.





Getto is what we with a treation isn't much fun, especially if you don't locate a waapon of your own. Drive close to an opponent and perform a west timed Estatlats "ost/loea tool with your bare hand.



MINTENDO 64

Center of Attention



When you find yourself oundation between two vehicles, take the open, center term lane to evolve coming reaction. But he dreamed to find your oppositions customer interventile as well?

Get Your Kicks



One of the lieux ways litewise a cluster acters to stark and klock an upper entinhos rubing o ose to you. For accero klocks, you'll only workfine an energy grid rubingfor Control of an energy grid rubingly.



Detying of the address is the interview lend to helpful shorts, its, that even if you new find sources where is the overstrends, which even the vector of the vector of the vector of the sector of the sector.

Walch Your Back



Your bike can be your most lettral weapon. Ruminits a biker's back fire from the cognesite deaction that the taker a running Bar stay and, these run others will be trying to do the serve to you?



When the Trendsons on Ruminians trevel together and at tack as a group you conclusion to find your sector the module of the frag. Keep away from the colorm and join a club served compatibility procedure.



Power as switches and exclusion or every attack. When you call of an outer non-more memory out of nearly approache vocastrike millipter papers. (an amone concept nearly objective)



RULES JUST SLOW YOU DOWN. (An



The #1 Selling Football Game for Nintando 64 and Game Boy^d Color

Best NG4 Sports Game -Mintando Power

Best Sports Game of the Year -As voted by white to www.playstation.com

Sports Game of the Year -ValsoGameGoot













NFL Bitz" 2000 brings you all of the things you love about football and none of the things that slow it down. This ground-breaking sequel features awesome weather effects, new secret heads,

and scores of new geme play features. With more easy-to-run plays and all new animations for taunts, end zone dances, and tackles you're headed for the ultimate in football action!





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EEN BAY

COUCHIDON WITH



New 4 player mode for bruising your friends

"On-Fine" Mode gives super power performance to your hot, star players THE SUPERBOWL CHAMPION OF FOOTBALL GAMES

COUNSELORS' Corner

► COMMAND & CONQUER 64

WHAT ARE THE BEST TACTICS FOR COMMANDO MISSIONS?

C originandos are nou effective when they're hidden, se avoid enemy units as much as presible. If you do nurinto troops, ity to fore them for a remotearea, before, engaging—that, way, you won't det other units to your presence, if you have to enter a base, be some to look for secondary enfrances, since one may be less heavily guardial than the other, if you use precision in all of your moverooms, you'll carry out surgical strikes.



Move your cursor over trees and watch carefully. If your cursor turns into four Rashingted arrows, there are enemies hidden in the brush.



During demolytions, run as far away as you can before the structure fails to you're out of firing range of the enemies that II pour out.



HOW DO I IMPROVE MY COMBRT SKILLS?

7

T hat's way. Wipe out the ensembra before they wipe you out. Semiusly, though, you just have to tollow some common sense rules. For one always destroy or capture the enemy's



Send one strong unit in to draw fire, then attack the defenders with your other units. You'll get a medal of honor for this, isoldier!

construction yand an oarly as possible, so your averages can't rebuild their base. It you can use engineers to take over enemy structures because then you'll be able to build enemy units for your two.



Be amort about the terrain Launch attacks from hillsides, especially against units that any tice uphil.

purposes. Downry Tower Plants to a logyour opponent's unit and structure production and always use moved teams like Minigonners and Grenachers) to provide a balance of offense and defense.



If you to operating lowsy units, use the Force Move to nan over enemy intentry—it's much quicker then shorting them

► MARIO GOLF IF I DUFF A SHOT, CAN I REPLAY THE HOLE?

D o year need a multigat or two? If you really shank the hall and the playing with forgiving rule-bending gallers), select Save and Quit before you finish the hole, then start the game over. You'll tee off on the hole you were just playing. Keep in mind that you must do this before you finish the hole, otherwise when you save the game it will force you to begin on the succeeding hole.



Don't be ishamed when you overdrive the green by 80 yards—art like it never happened!



This trick won't work during Speed Golf rounds, since you can't save approgress.

?

IS THERE AN EASY WAY TO HIT THE RINGS IN BING SHOT?

H sistently is about as easy as making birdies. Which is to say, not easy in the slightest. You need to learn each ring the same way would learn individual tooles because there are certain trick to sitting the bull'scese on each one. You generally want to put your torget area clinetly on the other side of the ring, but your approach will vary from hole to note. Sometimes you need to utop it down from a high wooge dor, while other times you should blast through it with a drive, in some cases, the castest way is to become the ball through by driving in front of it. As with all golf techniques practice is the only thing that will



Start out by putting your target right behind the ring, then move it around until you score.

make you hetter. Remember not to sachlice the hole just to hit the ring, because you have to make par to earn the Star.



If you earn 30 Stars, you'll get to play with the long-driving Dankey Kang.



WHY SHOULD I ALTER MY POINT OF CONTACT?

?

T his technique is externely build to master, but it you do you'll find a whole new level to your golt game. When you hold down line Z Batters



Hit all the bit to the right of dead-center on the ball to use a draw. The ball will hook down the fairway, adding yardage to your drive.

briore you swing, you can use the Caninal Stick to move the red dot (point of contact) on your ball. Once you have it where you want it swing normally



If you need to keep it low to get under a tree branch, top the ball with a low into to send a punch shut skipping up the course.

white still holding the point of coreact in place. Just remember to aim accordingh----if you are playing an intentional slice to wrap around a tree, aim to the belt.



When there's an obstacle right in front of you, use a sund wedge or Nighiron to senop under the ball for extra laft.

DUAKE II

HOW DO I DEFEAT THE GUARDIAN TANK IN MISSION 18?

D note you much the red switch to value the mirrors at the end of the stage, the Guardian Tank will roll out to contront you. This upplessant relief would love to iny out its new shoulder gue on you, so keep strating to avoid its new Open up on it with your blick 10% to rause it to flash, then introduce the rolling nightmane to your Rallgas, it you stay mobile, you'll be time.



A couple of BFG t0K photos to its mug will make the Guardian Tank tiash vulnerably:



Hit is at least ten times will your Raigen after it flashes to finishit off.



HOW DO I CROSS THE BRIDGE IN ORBITAL DEFENSE?



The broken bridge presents too adde a gap to jump under unlinary conditions, so you must after the physical laws graaming the area. from the start of the Orbital Defense level, take either path and exit the room. Go tamaigh the reat small moon and take a right at the intersection. Follow that corridor down the states and enter a tage mom with a huge reference a gavity. Cross the mom and head up the stars to a computer mom, to there you'll see a green switch - rouch it to sum the Gravity Generator oil, Now you'll be as light as a bird—an angly, massive weapon toting



Follow the paths griter stairs an the back of this room to after that pesky law of gravity.

bird, that is, thead back to the brokes bridge where you can jump across the gulf with case.



With the Gravity Generator down, you can fiv through the an with the greatest of case.



WHERE ARE THE SECRETS IN THE INTELLIGENCE CENTER?



There are three Societs scattered amount the infelingence Center, and its worth your while to track them all clower. As show as you order the second



Shoot the flashing switch on the certing to open a way to the Flak Jacket.

room, shoot the flashing red switch on the ceiling to make an alcove containing the Elak lacket open across from the door. In the hallway beyond the green faser baro-



K marks the spott Blast this marker to reveal a secret passage to the Americ Pack.

ers, shoot the X above the crates to retrieve the Ammo Pack. Finally, shoot the sparking crack in the room with the Data Disk to knd the Health Kits.



If you blast the unacked will unload the box you if find Health Kits and Grenacies.

► SUPER MARIO BROS. DX

WHERE ARE ALL THE YOSHI EGGS IN CHALLENGE MODE?

S inco there are so many, we can't possibly list them all. Luckily, there's help available in your game. Once while found one egg, a Yoshi icon will appear in the Toy Box. Enter it to go into the hot screen, then press A. A random stage will be selected, along with a picture of the area where the Yoshi organs found. Memorize where it is, go to that stage, and hunt until you find it.

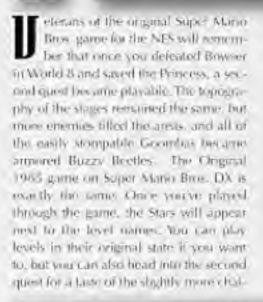


Once you stumble onto one Yashi egg, a Yoshi loon will appear in the Toy Box.



The hint may be for an egg you've already found-keep preasing A for more hints.

WHAT DOES THE STAR NEXT TO THE STAGE NAMES MEAN?



lenging Musimourn Kingdom. Eackily for Gome Boy players experioneing the game for the first time, you can skip



After beating Bowser enjoy yourself as you hop around to whichever level you like, now playable inits regular or persend-up modes.

around to whatevor level you want-oldschool. Mano players had to play all the way through no the NLS.



The challenge is logger this time, as an exproted enormies pop up and Buzzy Bentlers annoy you at every turn.



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SHOre proj	alle Callett under 18)

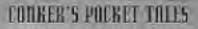
QEA FAST FACTS

Bravine to Cognetics, Const. PD (1992)011 (1993) only (Westerly) (1993)

YOSHI'S STORY

- Q: A trane of that appeared and tryscreent How do town to off?
- H: Pressionel, Botton to toggle the Fractience shand off.
- If Whendley athors from a better mode out of coresapports. What do the letters sould.
- The effect contract the inclusion. We are losh signed paranet."

In Canada Call: 1-900 651 5501 (software for resorder for configuration of the software of the



- 1: What are the ranks?
- Reserves are mean control traventery Preserves, Secret Preserves and wastes you voice of color Thoragher (Table): Bethylay Benanza
- 📭 okozástart pisi denő meszt
- R: You need to have the Saw in your lowentory

- SHADDINGNIE 64 U: Date over vite men the party have at se?
- Norre Many of the Many of the Manual American Structure and the particular structure for the formation of What's Mital
- 0: (Rive did) apoin the Deagan Door to the Designed "Tower?
- II: You concernment with you include to the error of the game. The tack requires the Bit graft of Krandon.



Just remember,

whatever happens,

KEEP PEDALING.

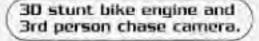


Upgrade your bike with better traction, suspension and gears.

Perform aerial tricks, find hidden

tracks, and play bonus levels.





Every paperboy needs three important things: balance, a sense of direction, and a cool bike. Fast legs don't hurt either. Now in 3D, the arcade classic returns on Nintendo[®]64 for an added dimension of fun.

Over 45 routes, 100 interactive obstacles and Rumble Pak support



www.midway.com











NP: HOW IT RATES



Because of its animated violence and somewhat strong language, WinBack earned a Teen rating from the ESRB. No blood is shown, but players shoot human characters and the bit animations are fairly realistic.

Respect or Retribution?

0

When terrorists from Samiraia searce control of a military "fuller" satellite, the special operations team known as S.C.A.T. is deployed to clean up the mess and win back the safety of the world. Enfortunately, the team's drop behind energy lines turns ugly. Prayor character lean Luc finds himself all alone in the midst of an armest camp of

> Saroczian vebels, separated from his team members and with little hope of successfully carryling out his orders. In four distinct areas and over 10 stopes, players golde lear-for through linelights, mazes, traps and ambushes that would use the likes of tames Bond.



HI KILLING, L

The four-player mades of WinBack may be the biggest draw, particularly for GoldenEye fans who want a taste of something just a little different.

ONE AT A TIME

VERSUS MODES

STORY

The one-player Story Mode takes you through the mission and includes lats of cinematic cut-scenes before during and alter the 31 action stages.



With a S.C.A.T. Instructor, placers learn the special moves of a covert ops agent, including ralls, spinouts, and fast targeting techniques.

TUTORIAL



LAST ONE STANDING

Everyone is looking out to number une in the first multiplayer mode. Combatants must pick up extra ammo and stay out of togate in nine arenas



TAG

He who controls the White Cabe will score points. Defeat opponents and evade their fire to add to your score. Whoever reaches seven points first wins the match.



TEAM BATTLE

QUICK DRAW

the first player to shoot the seven

cubes in the correct order wins the

game, den charactere are multable at-

first, and you ran unlock more.

this is the team version of the tast One Standing Mode. Defeat all the opposing team members to wire the metch.



CUBE HUNT

Towns are seven subset of seven colors. You must collect all or them to with and if you get but, visiall lose one of the colles and have to find it again.



POINT MATCH

Individual players or teams compore, indicting damage on their opportents for points. You can set the wirming point total imm. 10,000 to 500000 points in six areas.





During pauses in the battle, take time to reload your weapon. Evenif you're down just a lew ahots, reload so you'l be prepared for any thing.



Some boxes and cristes in WinBack one filled with explosive materials. If you pump a few rounds into them, they'il blow up.

STAYING ALIVE



Use the camora controls to look around corners and opy on energies. Also look of around to see if there are any items nearby.



Use Jean-Luc's roll move while crossing open areas where you're Maly to draw fits. Enemy soldiers aren't skilled enough tehat a rolling target



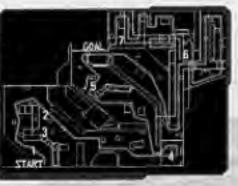
Use the C-4 explosive to blow up walls and some other structures. You can open passages and defeat unsuspecting enemies.



Follow the tracer rounds to see where enemy snipers are hiding. Your hister sighting douce will allow you to zero at an their positions.

OUTER GROUND





sion begins in the

the rebel stronghold—a place of watchouses and an army of guards. Here, you'll learn most of the movies you'll need to survive.



Guards respondently to fourienses and things that cross their field of vision. Steal this your only real advantage. Use steal thimoves like the croaction is a new ap unities specting guards and take them auti-



Return the verm evolutions of this guards with a flery proeting of your own. When enemies are trying behind explosive boxes, shoot the boxes and watch them blow up along with the surprised puarts.



Peek into every nook, cranny and open trailer. You'll often find valuable norms, modical kits and ammunition, and you'll need all of the gear that you can find.



Explore every building and outer area. Valuable items like the Ammunition Pouch (back back) are often lying unclaimed in eut-of-theway areas file. It is going room. The backpack lets you carry more ammo-



Laser beams criterions many areas of the factory complex. You can see the thin, red beams, but the only way to demantie them is to shoul the owner box. Trace one wires to the box, then blant it.



The blive sensor brands work We leser beams, except if you cross one if won't demoge you bestead, it will activate an alarm that warns crands. Deactivite these beams of power beams just like you did the lasers.



Always use cover in WinBack. That's the number one rule. When you have a low walf or crate, duck behind it. Pop up, squeeze off a few shots, then duck back, Dun't expose yourself for more than a low seconds.

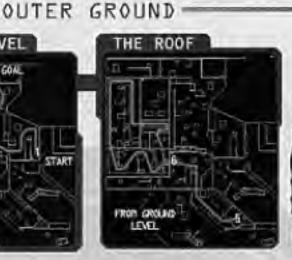
65)

NINTENDO 64



In the second stage, you II have to explore a large warehouse, climits onto the nooi, and deal with snipesand community belo.





D4 CHECKPOINT

0.000



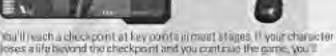
Look for the Silencer Pistol in the second stage Onde you have this stealthy weapon, you'll be able to fire at evenues and they won't be alor test to the spand of your shots.



Times get a bit trickler in the warehouse with the conveyor belts. After dispatching the guards, activate the conveyor balts then look for the laser power box to appear when the crates move

SO FAST NOT

When you enter this alley, two laser beams block the exit and several guards will suddenly appear. If you shoot the guards here, you won't have to face them later after descending from the roof.



loses a life beyond the checkpoint and you continue the pame, you I been at the checkpaint.



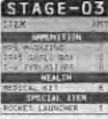


Door keys appear in various places throughout the game, giving you access to previously locked areas. Look for a key of this office, then return to the locked door outside.

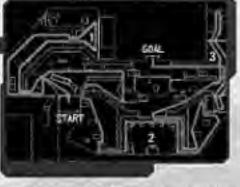


When you gain access to the trafer that's backed up to the building. you'll Find another Ammunition Pouch so you can carry more magazine alips and shotgun sholls.

OUTER GROUND



from the meeting with Mait to the controntation with Eda, the third stage



is packed with surprises. Evo or the most unwelcome surprises are the machine gun nest and solpers. Be careful our there!



Sopers appear on the root tops and in the other worldows of some bolidrogs. The sectors will be at a distance, presenting small targets, so you should node them with lead during your submachine gun.



The enemy has set up a barricaded machine gar nestor the parking lot. If you run and roll just in front of it, you should get through—otherwise, take the long route around the perimeter.

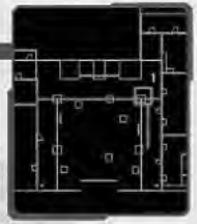


Electric current Pows fircouch some of the outer pates. Loss for the warning pant on the ferice posts, then identify the power source in the yellow box and blast it. Once the julce is cut, you can open the gate door.

MAIN OFFICE

LTEN	LAMT
ANNUMBTION	COLUMN A
THIS MANY I'VE	1
SEAS SHELL BUT	0.1
OF THE CANVES	- Q -
HEALTH	
MEGICAL KIT	- 7 -

Woth the strength of a lumberjack and the laugh of a hyena. Fila is not one to make triends easily. She introducecherself or loan bac with a monzy of are when the enters the man order.





Target Lia chelper Fest. When he's gone, try to keep a pilar between Lia and Jean Luc. When she starts running around like a manac, step out from cover and hit her with several shots.

NINTENDO 64

MAIN OFFICE



The main onice holds the elevators to the socret underground

base. Here you'll be reunited with more members of the S.C.A.F. want is you explore the warren or memo. Which out for patrols that sheak up from behind!

START



Some of the right colored criefes center is effortenes. Take the time to blow up the boxes with extra shots, but don't stand too close when you do it. As the mission finance or, you'll mond the metra among.



Destroy crates and burrels whenever possible. At the very least, you'll get rid of potential hiding places for enemies, but you might actually costroy enemies when the crates and harrels blow up.



In the server more, you'll find a polying lases that is activated for several seconds, followed by a pause of several seconds. Duckly move beyond the laber when it's off and short the power bax beyond.



Activate the buttons on the wall to create bridges. The first button releases a crate that fills in a gap in the waterway. The second button activates a bridge that slides across the channel.



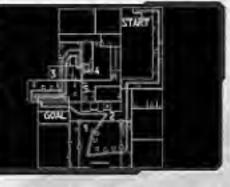
You can almost always pop off two shuts when your off out of hiding, before you roll back. Occasionally, your targeting cars ar won't lock on to an etiems, and you may have to roll back to avoid perting a hit.



MAIN OFFICE-



After you meet up with lake and form. Torn will decide to look to the locked door's combination



code up on the third floor. Especi lots of heavy fire as you tollow forch that in and out of the ontroe building.



Back in Life's room, tegin by defeating the guards. Next typ is the machine gun. The surest way to stay place is to use a C-4 next the next, but you may survive by providing and ruling on the far side of the room.



The C-4 explosives can be used in many ingenious ways. In the fib above you saw how a little C-4 can silence a machine can next. But you can also plant a C-4 behavior walls to blow updfticult exemics.



In the rectribe yord the countyard, you'll criccounter a laser beam that moves vertically. At its highest point, there's enough room for a highly skilled ups agent to croach and roll beneath the dangerous boars.



As a general rule of engagement, always target the commission the highest locations linst. They have a builter were of you and pess the biggest threat. Don't larget to take cover to avaid being hit by the lower foes.



Many loser beams have their power boxes in remote locations. You a have to track them down and destroy the boxes in order to move on Follow the power leads that powerd the box.

THE WAR INSIDE

Three more areas and 25 stages remain in this tense theiller, but with your basic training year may just reach the end. It you do, you'll uncover a web of deceat and historyals that will take you inside S.C.A.E. itself. The final conflict for the control of the satellite is as intense. an anything the size of Goldenbye.

70



The toys have come out to play, and their secret hiding spots are exposed as we uncover what makes Hot Wheels Turbo Racing the heat of the streets.

VERVO

Die cassie alathah dehunder

Licensed to drive out a new racing game starring vehicles even more popular than VW's New Beetles, Electronic Arts follows up its previous high-speed hit, Beetle Adventure Racing, by rolling out the orange plastic racetrack for a two-player, stunt-based racer gridlocked with Mattel's Hot Wheels toy cars. More than 40 of them appear in Hot Wheels Turbo Racing, including some of the most popular and collectible 1:64 scale vehicles from Hot Wheels' 31-year history.







Just like a Hot Wheels playset, Turbo Racing sports jumps, loop-theloops and other daredevil setups. Stunts are required to earn speed boosts and reach secret cars, so regardless of the mode you're play-

EXHIBITION RACING



The main mode of play is the Hot Wheels Cup, detailed on pages 74 and 75. Only by racing through the circuit can you unlock the hidden tracks, and any track you've opened will be available in Exhibition, the game's single-race mode. ing in, you'll have to earn some style points. And to keep you driving in style, EA has scored Hot Wheels with tunes from suitably hot bands like Primus and The Reverend Horton Heat.

MULTIPLAYER RACING



Two players can race head-tohead in Hot Wheels Turbo Racing Multiplayer game play isn't available for the cup circuits, but you can pair and square off in Exhibition, Practice and Airtime Challenge races,

MINIENCO POWER

c tool Electronic Arts, Portions G may Stormfrom Stuckes MUT WHEELS, Panishing and assessment in radiomarky are registered trademarks for the images of HUT WHEELS depicted here are G 1999 Mettel, Inc.

AIRTIME CHALLENGE

Hot Wheels Turbo Racings Airlime Challenge rewards derringdo over speed. Players earn points for every stunt they perform,

TRACKS



All tracks feature ramps and drop-offs where your car will catch air. Whenever all loar wheels are off the ground, you'll be able to perform a stunt by jiggling the Control Stick. Depending on the difficulty level of your trick, you'll earn speed boosts, or Turbos, which can belp you catch even more air.

and the winner is whoever scores the most points, not who er finishes the most laps.



the road. With a little Hot Wheels wisdom in your tank, you can

la addition to Turbos, you'll score points for stuntwork. The more intricate and elaborate your stunt is, the more points you'll earn.

master both techniques to rule the roadways.

TRICKS -10-

RACENCE.



Hot Wheels Turbo Racing is for aggressive daredevils, and the only way to win a race is by performing high-flying stunts and hogging

TRICK LINKING



Chain together different

stunts, like end-over-end flips and tabletop spins, into a combo trick to rake in more points and up to a maximum of 10 Turbos.

SUSPICIOUS WALL PANELS



Cruise for breaknway panels or disguised doorways. Many conceal shortcuts or paths loading to secret cars that you can add to your collection.

FLIPS, SPINS AND ROLLS





TURBO TECHNIQUES



Hit Z to fire up a sport of your

Turbo speed boost to help you clear gaps in the track. You can also use a Turbo to perform a quick about-face by hitting Z while driving in reverse.

FOUR BEST POWER-UPS



the game features eight power-ups, and among the best are the Rubber Car (defensive power), Car of Steel (offen-sive power), Super Handling (driving ability) and Gyro (stunt ability).

The game features

RIDE AND COLLIDE



Crash into rivals to bungle their stant landings. To guar-antee you'll wreck their rides, ram them while using the Car of Steel power-up.

To Hip hood over trunk, push Up or Down on the Control Stick. To spin hori-zontally, move the Control Stick sideways. By pross-ing and holding R while attempting a spin, you'll do a barral coll.

Lot wheels Cup Cup

The Hot Wheels Cop is the first available circuit, and by placing first overall in its six-course series, you'll unlock everything listed in the box at the bottom of page 75. You can also unlock the secret cars pictured with each course, and regardless of whether you find them while competing in Practice Mode or the Hot Wheels Cup, they're yours to keep once you've nabbed them.

DAWN ENCOUNTER

Racing in Practice Mode is the easiest way to may take a few fime-consuming tries to rockscore the mystery cars, especially since it et into the desert course's secret areas.

LAKESTER





To find the hidden Lakester car, barrel through the Super Brakes powerup near the ramp flanked by water towers. With the power-up, you'll be able to slow your ascent up the ramp so you can rocket into the lower half of the waterfall, just below the cliff. Inside the passage behind the falls, you'll find the hidden car.

SILHOUETTE II



After the falls, take the blue road at the fork by the checkpoint to launch over the UFO and into a mine shaft. Off-road vehicles will handle better on the shaft's terrain, but vehicle choice is moot if you're seeking out bidden cars in Practice Mode. Focus instead on winning the secret car, which you'll fied by backing up as soon as you plunge off the shaft's drop-off.

COMMAND CENTER

The icy Command Center track provides plenty of airtime opportunities, so take advantage of the stunt-friendly setup by entering the course with a car that's big on tricks.

SOL-AIRE CX4

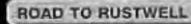


When the read lorks into two stoep, orange ramps, break through the yellow-and-block barrier between them to race up the icy slope sandwiched between the jumps. As you launch from it, fly into the Super Brakes power-up so you can land on the first mesa in your path. Once you touch down, fire up a Turbo to hop to the next mesa where Sol-Airo CX4 awaits.

THUNDER ROLLER



A green uphill slope leads you under dangling crates transported by a conveyor system. Turn right at the second conveyor line at the tep of the hill and cam the sideswall yent beneath the area where the boxes are carried away. Behind the breakaway panel is a sarrow, red corridor, and beyond it you'll find the Thunder Boller car parked in a wide-open area.



Be quick with the Stick to steer clear of the rolling rocks and other hazards on the Road to Rustwell, an abandoned town where the careless could end up rusting in peace---or pieces.

STAGEFRIGHT





The Stegefright, a spooky stagecreech fused onto a dragster cleansis, lurks on the other side of the lake of oil. As you board the ramp to clean the take, approach the incline from the left shoulder and make a diagoeal beeline to right edge of the jump so you'll founch into the berricaded opening to the right of the main familing strip.

ROCK BUSTER





In the picture on the left, the Rock Buster dune buggy idles its engine in the dilapidated shack that's directly in front of the car. To reach it, enter Old Rustwell, hang a left around the ramp that has the "Rusty Air" sign in front of it, then crash through the dark brown section of the sback and barge into the secret area housing your new car.

Ø

HOT WHEELS TURBO RACIN

COLD FUSION

The Cold Fusion run is thefter suited for Wheels car could safely break through the bobsleds, but only a dis-cast metal Hot snowballs that conceal shortcuts.



Race around the los Drive loop-the-loop, then year to the right to crash through the baxes neighboring the cave mouth. The tannel detour you enter will lead you into the frozen yeti's cave. Once you enter it, swerve left to crash through the small crates entircling the Slidwoot.



A pair of snowballs chills just in front of the checkerboard starting line. Charge through them to break into a detour. Three lights illuminate your newly uncovered tunnel route, and between the second and third ones, you can break through the left wall to find the secret Jet Threat car.



Unique in that it's the only Hot Wheels Cup two, Helicrash is also the only one to include a course that contains one hidden car instead of U-turn as part of its route.

SUPER VAN





Once you clear the checkpoint near the top of the ultrasteep ramp, let gravity roll you backward downhill as the course double-backs in the opposite direction. But before you start heading back down, activate your Turbo to barrel through the red well at the top of the slope.

TUNNEL SHORTCUT



After the turnaround, you'll jump into a cliffside opening, If you launch toward the right, you'll reach the shortcut tunnel beside it.

POWER-UP AND BACK

TENDO



By grabbing the Rubber Car powerup in the green roundabout section, you can deflect cars as you circle back into encoming traffic.

SNAKE RIVER MINE

One of the more stomach-turning courses, the Snake River Mine sends your car through gravity-defying loops and banks, so fire up a Hot. Wheels car with superior handling,

FORMULA 5000





Undertake your pursuit of the Formula 5000 racer in a small car, since a best will have difficulty navigating the required 90-degree turn. Your prize sits between the forking paths on the railroad frequented by an oscillating mine cart, so quickly swerve onto the tracks when the coast is clear.

HOT WHEELS CUP VICTORY WINNINGS

DRAGSTER



At the ramp at the end of the red-and-yellow loop-the-loop, stear to the right to land on the ridge. The track leads to a warshouse, and as soon as you drop through the building's tin roof, shift into reverse to back into the secret car that you'll have just jumped over.



Secret Car Cup GU

By placing first overall in the Hot Wheels Cup, you'll unlock the two new tracks in the Secret Car Cup, a circuit that rewards the

R.M. SLUDGEWORKS

The secret Rigor Motor car is described as a "night terror," and its local haunt, the Rigor Motors Sludgeworks course, is

suitably frightening with ghostly junkyards and torture devices aimed at shredding Hot Wheels into scrap metal.

POWER ROCKET



The Rigor Motors building houses a loop, but before you roll onto it. crash through the wall panel to the right of the Turbo Boost power up.



Once you crash into the wrecking yard, immediately turn right to ram the second wall panel that hides a secret corridor and the Rigor Motor. winner with two new cars and a new cup challenge, as well as three cars hidden somewhere on its tracks.

R.M. TEST TRACK

Rigor Motors' cars are built to last, and the R.M. Track will run your car through the wringer. Choose a car with a good rating in the durability department since only the strong will survive the course's split loop and slalom run.

HOT WHEELS 500





When you slink through the snake slolom, hang a right into the bright red panel just past the first stalom pillar, inside lurks the Hot Wheels 500 car. At the other and of the hall, you'll register the slolom course, so prepare to dodge a column once you exit the detour.



By winning the Secret Car Cup, you'll unlock two of the most popular Hot Wheels cars ever to be cast-the 1969 TwinMill and its 1993 counterpart, the TwinMill II. If you place first in their

truck, as well as any leftover secret cars you haven't yet collected (such as the Dragster, jet Threat and Rigor Motor shown in the box to the right).

challenge, you'll unlock the Tow Jam





To clear the jump and win the race, you'll have to use your Tarbo power to propel your car over the gap, so get stant-bappy and keep your Turbo Mater fully leaded with speed boosts.



tee you'll fly across the finish first, having a right before the bladed pendulum and crash through the panel concealing a shortcurt.

TWINMILL CHALLENGE VICTORY WINNINGS











SIZE REALLY MATTERS. When you're looking for the biggest fishing game on any system, look no further than IN-FISHERMAN BASS HUNTER 64. IN-FISHERMAN BASS HUNTER 64 lets anglers of all ages experience all the action from the first strike of the day to the hunt for a monster, tournamentwinning bass' Blending In-Fisherman's expertise with state-of-the-art technology, you if miver set skunked. HEAD FOR THE GREAT INDOORS! AVVIN TAKE2GALLES (CO).





fixed 'em in with In-Fisherman's Al Lindner!



Tons of camera views including underwater "Lure Cam"



Actual 3D lakes and environments



Monster base await your next movel



Picture-Taker or Master Photographer?

The Pokécenter front office has been besieged as of late by a number of letters about Pokémon Snap. The gist of many of them was simple—they had become masters of Pokémon photography in record time. In the interest of full disclosure, we forwarded these on to Professor Oak, who was a little shocked. Okay, actually he was very shocked. He asked us to print his response to the photographic world, so here it is:

Encourage, within chickographics

Applicently there is been a little lot of a new independencing, it is enting here, reading three leaves about here you cumpleted my report at

internet in the second se

high speeds and be are teels a probably type the impression that Enserthy wanted you to map a few phones and them later out. Phonegrophy, may see to a line are and not because you care point a comera at a Polymmin doesn't make you. Anset Admin. This care requires skill: Devester' An attach even to was invisory that pholographics would be program back to reduction introd are ing solid may

requires then could create and

what talam as mustakes they meditionale, and not prim them out for a bught Culture mean in the 2 permit with a beginning and short had be give one an advess of what here (or



Look at those Puliway on Not only fid this photographer get ance close up, botheralso got two others in the frame.



Have any of your energed to get the close to a Magikary? The thing must have landed in the ZERD-DNE

modeless can be achieved. De doubled to drog una come of the impost scienced over banderi out. Caranead are to man h ibem? Professor Oak

Arcanine	5,170 pts.	Growlithe	4,710 pts.	Psyduck	4,400 pts.
Bulbasaur	5,380 pts.	Haunter	4,000 pts.	Sandshrew	4,990 pts.
Chansey	4,400 pts.	Jynx	4,400 pts.	Scyther	4,260 pts.
Charmander	5,730 pts.	Kangaskhan	4,100 pts.	Slowbro	4,600 pts.
Cloyster	4,580 pts.	Lapras	3,430 pts.	Snorlax	4,040 pts.
Ditto	4,940 pts.	Magmar	6,710 pts.	Starmie	4,380 pts.
Dragonite	4,400 pts.	Magneton	4,000 pts.	Victreebel	4,600 pts.
Dugtrio	4,780 pts.	Meowth	4,400 pts.	Vileplume	4,620 pts.
Electabuzz	5,280 pts.	Moltres	4,700 pts.	Vulpix	5,020 pts,
Geodude	4,000 pts.	Pidgey	5,100 pts.	Zapdos	4,700 pts.
Graveler	4,900 pts.	Poliwag	5,130 pts.	Zubat	4,330 pts.



Hey there! Are you as excited as we are about the release of The Pokémon Movie this month? While you wait in line, check out what's running through the pulse of the Pokémon world.

Q: Can I trade Polemon between the American and Japanese versions of the Game Boy game?

At No that wouldn't be a good alon. The parties are recompatible, and if any microscotion did get transferred, it would likely cosh the games or at The very least discopt the game play.

Q: What's the purpose of the Dash Engine the Professor gives you in Pokemon Snape 1 wish 1 could go more slowly not failed A: Sometimes if you zip abeau in a stage, you can get a different angle on some events occuring in the anid and possibly see some you never usinessed before. You'll produce cooler perfores as you experiment with accul eration. Usin you can equise directly to sperific strats, instead of taking the scenic tour through the whole yation to take a picture of the Gravelee Garoup Dance just step on the gas and rule the rapids!

Q: isn't the Pokeinon cartoon on more often this fall?

A: It certainly is since septenties dite Polemon has aired sterdays a meet-on the Wit, there are a rotal or 11 above each week! Of course the new ones will be on Saturdays, but cour can carch up on the opisides you missed on the weekday returns.

Q: In the Poleence Labor. Consider bland, i teaded my Raishie for another trainer's Electrode, then when twent back and talked to him again, he said that my Raicho went and evolvert. But Raicho doesn't evolve! What in the world is he talking about? A: We wondered about that ourselves. There are two possibilities, one is that megay is an ignoranties non-knows about as nucli about Poleinion as a Slowpole-knows about advanced mathematics. The other is that he hand.

Qali you skip the S.S. Anne by trading for a Pokenion who already knows Cui then go back to Vermilion City when you have the Sant ability, you can und a little island meatthe cruiser Thems a truck parked on it that doesn't seem to serve a purpose. What is it? A: If your bolieve with half its the Interent. says. Men is antehow buried under there. Millio heard a fot or rumor- about moving the Inick with Strength and Ending the effesive 151st Pokenion, but none of them are type The fact is there's milling under the truck. since an average player would bear. have suit when the 5.5. Anne is still docked, it's filledy that the island was rever means to he reached and that it is just a lenouer from the programmers. Constant it you, private getuway sport!

Q: Writen Eplay Super Smooth Burthees, some Pokemon come out of their Poké Balls and don't geen to do anything. What's the point of Goldeen and Mew?

As As far as we can tell, Goldeen is simply there to distract your opportunits as it flops around. Either that or it's meant in highten them over the edge with the caldrune processing cries of "Califeent Califeent" Mere simply floats away – perfusis your opportunit will admine the care trakement hight and goo you an opporting to gain the upper hand. Apolloci unpredictable Rokement is Clefary, which can use Minie to unitate the technicol of any of the other Polyment in the game.

Q: I bought some Polemon mading cards that turned out to be take. Is there are way to make some that what Pro buying is the real deal?

As Chock out our handy guide to coontrocit tokeron merchandess on the last page of the Pukécentes. Then, are a for of sake Pokémon goost-out trong, or because to thep carefully?



Boy, with all the questions pouring into the office, it's a wonder I can get any research done. These Pokémon won't study themselves, you know! I suppose there's no sense grousing—when you're the Pokémon guru, you're bound to be in high demand.

BLACO

I've earned 130,000 points in Pokémon Snap, so why haven't I received the Poké Flute?

You don't think I'd give that Poké Flate to just anybody do you? Not celly a it necessary to earn 130,000 points, but you also need to find a way into im. Secret Cove, in the end of the Valley level. When you ride the whitewater down past the whitipool, watch for a gang of Squinte on the right bank, if you look high up on the hill above them, you'll see an anery. Mankey hopping up and down. As you approach, two of the Squinte will duck into their shells and hightal it up the hill, murity colliding with the out ofsorts Fighting-type. You can peg the third Squinte will cumble down the other side. Float another the Mankey, which will cumble down the other side. Float another Pister Ball, it'll tall back on a switch and open the way formy cove!



Line up the Souli tie perforting before throwing your Pester Ball or else it'll miss the Mankey at the peak. Sure, it looks clase enough to bitc, but if you give it a Pester Ball to the mug, it'll fail on the switch.

When you find the covol PII equip your ZERO-ONE with a Dash Engine to help you zip through levels and catch some unexpectedistors. It you've also accumulated 1.10,000 points. Pill see fit to hand over the Poke Flute. This manyelous instrument affects many Pokemon in strange ways, so try it out amand every creature you see, Some will dance, some will become non-menand and others will have more spectacular reactions. The three orderent songonay produce different reactions—guilta try fem all?



Ence you dock inside my cove, i'll hook up the Dash Engine, which lets you girt around in style.



Shap masters who have 130,000 points will also receive the Poké Fluto. Look at Shorlan sheke that booty!

Why won't my Haunter evolve into Gengar?

You can raise these spectral Poission all the way to level 100 and never see them evolve if you don't link up with a pai. You know that old adage: "It you love something, set it froot" Wolf, if you want your Hounter to become a Gengar, you must trade it to another Game Pak. It will evolve the moment it answes on the other trader's Game Boy, at which point you'll be able to trade back for it. There are other Pokemon like this as well. Graveler, Kadabra and Machoke wor't evolve unless you swap them.



Make sure you're trading with some one trustworthy Otherwise, you might be out a Gengar!

Gengar can learn many Normal- and Fighting Type TMs that Haunter can't, es well as the HM Strength

How do I use Tilt effectively in Pokémon Pinball?

It you wore playing an actual pinboll machine. I'l adove kockin, it as itard as you could and not getting caught by the gay where owns the acadel Since we're tailong Game Boy, though, the first thing you should do is set the Tilt battoms to something natural. If you're using A and Left for your flippers, for instance, use Up, Down and brouth, you need to be able to nitright, bit or forward at a moment's notate, and if you can't switch smoothly between your flippers and your filts, you'll be up a creek. Once you have a good setup, be smart, if you're balanced on the alley, tilt the other way to make it tail back into play. Most importantly master the torward unwhen your ball is show to go down the dram.





Hit till valvie you're rattling errong the Voltorti to make the Pokernon appear in an instant.

As you're about to lose a balf in the autter, apen your flippers and tilt forward to jar it back from the brink.





In honor of the Pokemon Yellow release, we're featuring the Pokémon classic team this month. Finally we see Bulbasaur, Charmander and Squirtle teamed up!

One of the new features of Pokemon Yellow is the option to play Colosseum 2 when you time up with another Yellow Put, this hattle mode sets up three different Cups, each of which has its own rules and regulations. The beauty of this concept is that you can make up your own invitational tournaments, two. Set level firmits, weight limits and nale limits for certain moves or certain characters-solution you want

Bulbasaur

Just to throw our opponent #11, was cidn't list any of the Pokonion on this

teameralve. This high evel Bulbesaur goes first Poison Powder

all the time because it can e Leech Seed poison elienties early on with Pason Powder, An early Leech Seed is good. tee, because it willkeep @ Solar Beam provising the team with

stolen heal thevervalter Bulliasaur heads back. into its Poke Ball Mega Brain and Solar Boam round out its fearsome Grass-type arsenal.



✿ Bubblebeam

* Stomp

Horn Drill

Substitute

◆ Rage

into soggy musses. Hydro Pump and Bubblebeam drettch any Fire- and Grimmi-Types, Wisielce

● Ice Beam Beam gives it hope against · Toxic Grass- and Flying-types.

To keep our upponent of the guard, we've also taught Sourche the TM Texic: so it can terrorize Bag-types and prision any Pokemon that tries to gain the upper hand.

Tauros

For intraktation, you ust can't beat Tauroa it taak uu fur ever to track down

this builish Politimon in the Salar Zone, Init it was worth it. Stomp and Rage serve it well in battie, and its streng pitysical strength milps of repail many Attacks. We ve also hecked it up with

Horn Dnill (it would be a shame to let those horns go to viostel and Substitute, which lets it clone a whole bent for best lie

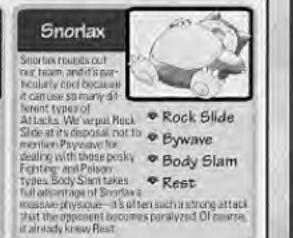


Pikachu DI course, cur Yellow team wouldn't be tuordity stalgress Pikachu, who tallows you throughout the game. Since we have the noida comine tions, our Electric-type is a special Sarline Pikachu, which voli can read about on uage 114. As a result, it has @ Watergun



 Thunder Wave @ Surf

powerful Electric-type at tacks like Thurderbold and Thunder Wave but also uses Sort and Water Gun. All those Groundand Reck-types are in for a surprise!





And now this late-breaking news. The White House has been taken over...by Pokémon! Read on for Team Nintendo's latest adventure in our nation's capital. as well as some important information for Pokémon shoppers.

Pikachu in 2000!

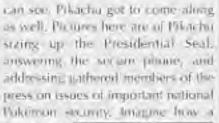
Over the summer. Team Nintendo was piloting their Pilacha Beetle through Washington D.C. where they pulled over to consult their map. A car pulled up behind them containing some



Poleimon tanswhose tather just happened to work at the White House. The kirkwere so-excited by the imprompta Poleimon visit that the father docided to invite the feam to the Walte House for a private four! As you



would leth it the secure fine was answered with a puble "Pikal" The garg saw many memorable sights on their tour but were left wondering if perioaps, there was a Presidential Game Boy stashed somewhere within the ballowed walls-s



ligniary.



Don't Be Fooled!

Not all is well of the world of Pokemon. Unfortunately, when a crute gets big energis, people with the others of learn Kricket decide to try to take advantage of it. For all of the cool products that are our on the market, there are also folls of crumteriors that are produced and sold without proper permission. We here at the Pokerenier want to make sure that you don't fall victim to one of these shady prod-

units. All you have to do is tablow a completion simple rates. First, take a good book at what you to buying. It indoes a flook at all 10 site characters in the game and on the tolevision strong characters are it's a fake. It you have one doubts, be sure to add the relation about it. If it can't guarantee you that it's as authentic product,

their make like a Pickey and the role of there. Most important of all linek carefully to





Check out this limit of contractited Pricemon useds! As you can see from the counterfait Pilacty on the full_fakes just dan't measure up.

شيقتك

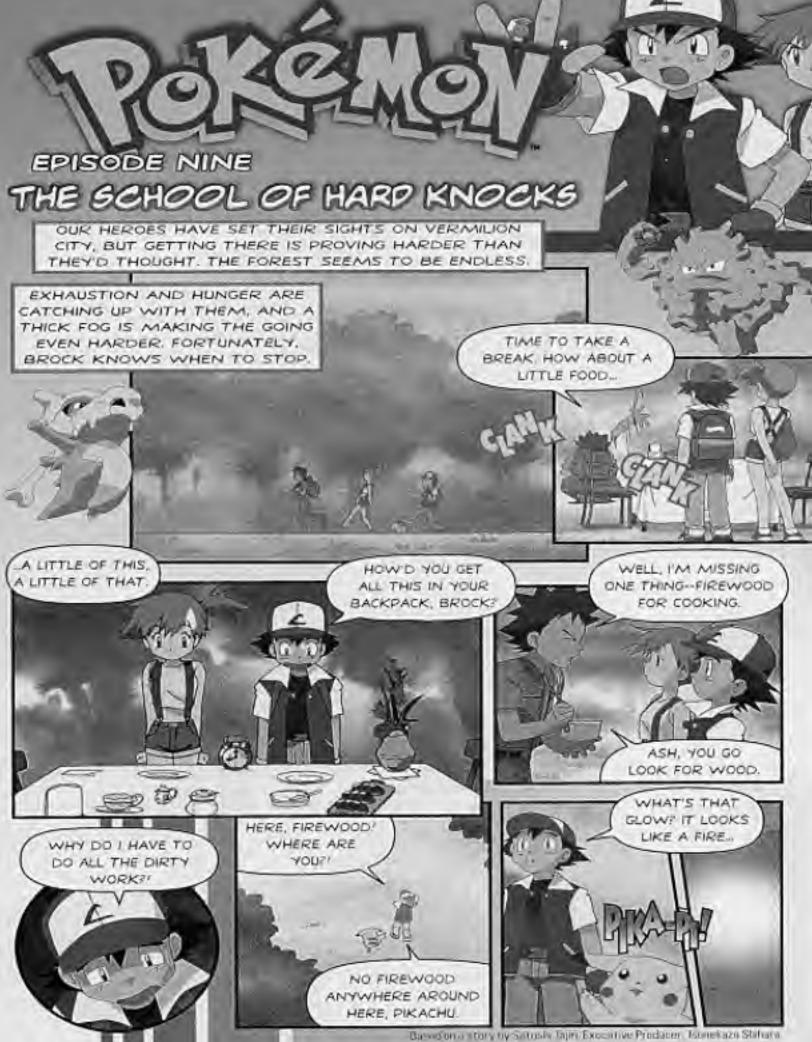
To lizzal

Numeromia

Tell - Tilli

Thad the experight into: Officially licensed products will have the following printed sumewhere on there 1/1995, 1996, 1998 Nintendo, CREATURES, GAME FREAK, TM and 9 are trademarks of Nintendo. © 1999 Nintendo. Lost but not lossl, make sure it has the Nintendo Scal of Quality.

For more Pokémon news, be sure to check out www.pokemon.com!

















BUT--GRASS AGAINST WATER, I SHOULD HAVE WON!





I'M THE TOP STUDENT OF THE MOST EXCLUSIVE SCHOOL IN

10

P

THE WORLD

TRUE, BUT YOU FORGOT ONE THING, JOE.

> ...BLESSED WITH BEAUTY, TALENT AND TOTAL HUMILITY!

YOU HAVE KNOWLEDGE, BUT HER POKÉMON HAS MORE

EXPERIENCE!

EVERYONE I KNOW CALLS ME A STAR...

BUT I'M ONLY GISELLE, NOTHING MORE!



















AYMA THE GREAT ESCAPE



C 1999 Ulti Sol L Inc.

For a guy who lacks arms and legs, Rayman sure can present a full-bodied adventure. The star of a million-selling PC game, **Ubi Soft's limbless luminary** escapes to the N64 in a debut that deserves to return him to platinum status.

UNARMED AND DANGEROUS

34/50 .

He may be new to Nintendo, but Rayman already has a four-million selling PC game under his belt. That is, he would if he had a waist to buckle one around. Rayman is Ubi Soft's fantastical mascot who, instead of sporting a neck, two arms and two legs, has a torso that's magically connected to his floating head, hands and feet. Dipping his disembodied toes in one-player Rayman 2: The Great

Escape, Rayman skis, rides missiles, scrambles off toppling bridges, and escapes other impending hazards put in the 214 1 game to keep the action rollicking at a frantic clip. Set in hand-illustrated worlds resembling the lushest of Disneyscapes, Rayman flirts so well with cartoon elements that Ubi Sort has produced Rayman. The TV Series, set In air next year. By then, Rayman 2, with its proven formula of fast-paced action and spirited bijinks, no doubt will have gamers up in annealwaiting anxiously for its premiere.

LIGHTING THE WAY

A band of robotic pirates has plundered Rayman's world, imprisoning its strange and curious inhabitants and disrupting the balance of the planet by shattering its Primordial Energy Core into

Yellow Lum

Green Lum

Red Lum

The shattering of the core has weakened the planet is inhabi-

tarits, and Rayman, with his limited ener-gy, must find the

occusional Red Lum

to revitalize.

Pirate Cage

Locked up in every cage is one of the

pirates' prisoners, and it's up to Rayman

to break open each cell and free the

captive or collect the Lum inside.

a thousand pieces. On his journey to reclaim the fragments and

free the captives, Rayman must also seek out several other col-

Munty

or dispense hists and clues.

- 0/100

Hall of

Doors

RAYMAN 2

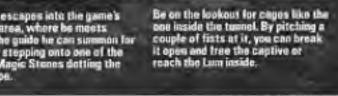
The entrance to overy world is housed in the Hall of Doors, and with the right number of Yellow Lums, you can foot the fall niquired to enter an area.

THE WOODS OF LIGHT

Imprisoned by Razorbeard and his band of robo pirates, Rayman must break free, but without his magical powers, he doesn't have a leg to stand on (both figuratively and literally). When Globox lands in the brig, too, all hope seems lost, but his goofhall pall comes bearing a Silver Lum that will restore the light-blasting punch in Rayman's magic, jailbreaking fist.

2 🔊





Meet the Teensies

On top of the wall, destroy the On top of the walt, destroy the cage to fine the Teensies, twy royalty that eversees the Hall of Deors. The magical certifier they preticle over lends to the pame's other works, and for five Yellow Lams, they'll unlock the test door lending to the Pairy's Glade.

VOLUME 125

(85)

NINTENDO 64

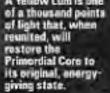


lectibles to help him through his 13-world journey.



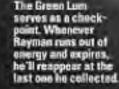
Your guide through-out the game, informative Murty will occasionally surface to point you in the right direction





 $(\mathbf{5})$

The second



FAIRY GLADE 50 2 7

Only Ly the fairy can restore Rayman's powers, and the Teensies inform him that pirates have spirited her away. Following their lead to the Fairy Glade in search of his spritely friend, Rayman combs the woods to check off 50 Yellow Lums and seven cages from his laundry list and to knock off a few mechanized swabbies who've made his hit list.



Rayman can cling to sinewy, curlicus surface patterns like the vines on the underside of the land bridge. Bounce off the purple toad-stool to reach the vines, then use them like maskey bors to swing your way to the opposite shore.

When you reach the shore, hop from bily pad to fily pad, then leap across the platforms to reach the rigging that leads to a switch. By shooting it, you'll activate it and unlock the door beside Globox's children.

Swashbuckling





Follow the land bridge by the switch to reach a Lom and a cage, then plunge into the weter below. Tap Z to dive into the termel, then flush out a Lam from the submerged cage.



When you confront the first pirate, press and hold Z to keep him tar-geted, then pelt him with your magic fist blasts. To avoid his shots, attack while walking sideways and jumping.



leside the entry guarded by the attacking pirate is a batch that dispenses powder kegs. Tess one barrol at the nearby sleeping pirate, then lug another one back outside.



You can blast your way into areas marked with Xs, like the outside door across from the powder keg room. If you throw a barrel at it, you'll blow down the door barricading a caged Lum.

6) \overline{a} Sabolage Purple Lum TO GRAD CHTO THE PLEPIC As you trudge to the end of the dock with a barrel to harl at one of the Xs on the machine, projectiles will home in an you. Free your fists for shooting by tapping A to toss your key upward, then hit B to fire.

 (\mathbf{G})

By destroying the machine, you'll free Ly. Though weak, she'll most or up enough energy to enable you to use a Purple Lam that functions as a grappling target. Shoot one to latch on, then kit A to lot po.



Spin into the Super Chopper Hight managers to ride the word planes to a galiece at the top of the area. Grappic onto the Purple Lum to swing aboard, then blast the cogo to release the Themain and exit the fevel.



THE MARSHES OF AWAKENING

The Marshes branch into two regions. If you leap to the left from the first fily pad to follow the free root into the Land of Bad Dreams, you'll need 120 Yellow Lums to gain access. Since you won't need to visit that area until you reach step 4 of the Menhir Hills (see page 90), follow the lily pad path to the right.

 $(\mathbf{2})$

Lily Launch Pads

On the Ropes



Stay out of the piranha-infested waters, since one dip in the pool will turn Rayman into fish food. Knop your feet dry and free from nibbles by bouncing from hily pad to fily pad. Some are farther than a simple leap away, so tap A while in midnir to float to them.



From the final fily pad, jump to the rope rigging. You'll automatically grab onto it when you come into contact with it, so don't worry about failing into the water. Once you've grabbed hold, shimmy to the left to reach dry land.

(4 Dock Drop A Slinky Escape **(5**) 0750 B 250 aus 🖸 0.75



By from the rigging to the board-walk, but prepare for the light-colored section of dock to give way under your weight. As soon as you touch down, quickly leap to one of the other, more stable sections of walkway.



Follow the dock to the Green Lum, then blast open the cage floating in the water. When its prisoner, Sessam the serpent, alithers out, he'll opdate you or missing Globax's whereabouts and offer to tow you there.

601

50 🡉 5 風

Jump up to reach Lunts floating in midair or to avoid hazards floating on water. Ski into cages to break them open, but you'll med to make a second trip to callect the Luncs you've released into the water.

30/50 ·

315 17

RAYMAN 2

NINTENDO 64

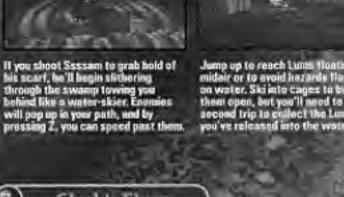


To and your ski trip, Ssssam will turn wide and swing you onto shore, On dry land, you'll part ways with your ski part-per who has left you at the doorstep of a cage. Jump up to blast open a cell. Once the imprisement cell. Once the imprisoned Teensie is freed, you'll be able to warp back to the Hall of Doors.

Clark's Elixir



Gene you've collected 120 Long and have visited Clark three levels later in the Menhir Hills, revisit the Marshee and leap from the first filly get into the two to lace the Generitian of Ded Generals. Shoot the exaits he first to stop them dead in their tracks, then jump abserd to lay then jump aboard to lay the Guardian to rest.



Waterskiing with Ssssam

1/50 .

175 1

THE BAYOU 50 👉 7 🛋

Many prisoners are holed up aboard the Buccaneer, a flying galleon that sets sail in the Bayou. As soon as Rayman enters the area, the boat will ship out, and his fast-paced pursuit of the pirates will begin. To stay closer to their seafaring rears than wet pantaloons, give chase by riding mobile barrels and flipping switches to unfold bridges.



The water isn't fit for swimming, so creas the pond by hopping onto a barrol that will mobilize once you set foot on it. As you tail the Biaccaneer, the ship will fire caononballs at you, so blast them with your magic fist.

Rude Awakening) (4)



Shoot the switch stop the rope ladder to lower a bridge. Collect the Yellow Lams on the plank, then hover over to the bridge you've lowered. The dock is unstable, so land on it, then swiftly leap and hover across.

Spiral Trial



The bridge leading to the adjacent tree isn't quite long enough to get you across, and the switch that will help you traverse the wide gep is hidden from view. To find the activator, head to the left side of the ledge.

A Yellow Lum shines near the switch, Once you've collected the frequent of Primordial Core, trip the switch so you can walk to the end of the bridge and grapple anto a Purple Lam to swing across.



A sleeping pirate guards a caged Purple Lum. The narrow corridor provides little room to dodge his

attacks, so fire repidly and shuffle side to side as quickly as possible to bungle his aiming.



Hop along the tree's spiral walkway to avoid the barrols that roll out of the hatches carved into the tree. Gross gaps only when the coast is clear or a key could push you

over edge.

A pirate will charge you doed you swing into the truck. To defeat him, trick him into falling out of the true by stationing yourself of the indep and jumping out of the way before he rund you over.



Hit the switch at the beginning of the geuntier of swinging blades to temporarily disable the energy barrier at the exit, then rede pust the pointed pendulums before the electrified blockade reactivates.



When you stop onto the platforms emblazoned with a skull and crosslunges, you'll faunch high into the aiz. Use the springbound to boost your self up to a caged Teensie, as well as to rouch the abunted exit worp.

RAYMAN 2

VINTENDO 64

THE SANCTUARY OF WATER AND ICE 50 2

Cave Cage

2.02

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are 🗇

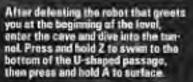
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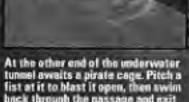
100 10

Magic Spheres

Contained within the Council Chamber of the Teennies, the Sanctuary of Water and Ice is the first of the area's lands and serves as the home to Polokus, the sleeping spirit of Rayman's world. Polokus can help restore the planet's energy, but Rayman first must wake him by delivering four special masks to him.







tunnel awaits a pirate cage. Pitch a fist at it to blast it open, then awin back through the passage and exit the cave by climbing the rigging on the wall.



To make an explosive entrance into the X-marked door to either side of the glowing pyramids, chuck a bar-rel that you've grabbed from the powder keg chute located at the building to the right of the pyramids.

Behind each X-marked door is a Magic Sphere that you must deliver to the glowing pyramids to unlock the door they flank, Stand in front of a sphere to pick one up, then lug it back to the beach.

Tass each sphere onto the matching pyramid, so the orange sphere lands on the orange pyramid, and the blue sphere lands on the blue pyramid. When both are in place, the door babled the pyramids will open.

257.50.0



You can't stop once you stort sliding down the slippery chute, so care fully navigate the slope to set all the Yellow Lums strews about the incline. To jump over gaps in the path, hit A.



a

Axel will attack with projectiles, but den't bother retailating with blasts from your magic fist since the big log can withstand your shots. Instead, target your shots at the Parple Lunis floating overhead

Grapple from Purple Lum to Purple Lum and avving out to the left or right to dodge Axel's shots. Once you've anchored yourself to the final Lum, blast the icicle that hangs over Axel's head to get the drop on him.



Once you've put Asol on ice, gropp your way to the exit of the Sanctuary of Water and Ice, where you'll reach a pedestal that will meucally sum-mon the first mask you'll need to deliver to slambering Polokus.

89)

THE MENHIR HILLS 50 👉 8 🗷

Above the Tree

After Rayman delivers the first mask to Polokus, the sleeping spirit will somnambulistically stir up a warp so you can head for the Menhir Hills. You'll be able to finish only half the level before you'll be required to return to the Marshes of Awakening to complete step 7 on page 87, but once you do, you'll be able to forge ahead.

Asleep at the Switch



Lure the two-legged missile shell taward you, then outrun it. When it stops for a breather, mount it to ride it across terrain that's too dangerous for foot traffic. Jump onto the tondstool to launch to the trootop tondstool. Spring off that mushroom to reach the Purple Lum, then swing into the upper deck to claim a Lum and the cage across the way.



To enter the area leading to the napping robot, ride the shell into the door marked with an X, or hit it with a keg from the nearby chute.

Using a powder keg is also a quick way to destroy the snoozing pirate. Once you've permanently put him to sleep, flip the switch.

WAKING POLOKUS

Clark may be rejuvenated, but Rayman still needs to give Polokus a boost, and only by collecting the masks will he be able to awaken the spirit of the planet. Rayman must explore over half a dozen more worlds to find the guises, and until then, the final legs of Rayman 2 (as well as his arms and neck) will remain unseen.

4

Meet Clark



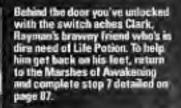
In the deep-sen world of Whate Bry. Raymer soaks up more interne advectoring by pursuing a fleeing whate thet serves as his source of wir.



Reising the climate of action, the Senturry of Lova and Fire melds together hot-headed exemics and searching obstacles to prevent Rayman from claiming another mask.



In the Echaing Coves, Raymon graits hold of a powder key and lights its fuse to rocket over dangerous waters and to blaze through twisting passageways.



675

NUCLEAF

First Time Ever On N64!

TOP SECRET





CONFIDENTIAL STRIKE FILES Control more than 10 different attack vehicles on ground, sea and dir, including Apache Choppers, Abrana Tanks, Warthog Fighters, Marrier Cets. Hovergrafts and more!

- Smart Battlefields- Al teacter to
- Lightning fast gameplay and incomely
- Incredible real-time light sourcing
- for realistic explosions, terrain and shockwayes!
- "...detailed ground environments with almost photo-realistic textures, "



Available this Winter

NINTENDO.64

-IGN.com



 $\begin{array}{l} \sum_{i=1}^{n} \left\{ \left(1 + \frac{1}{2} \right) + \frac{1}{2} \left(1 +$

Electronic Arts and developer Kodiak Interactive have jumped into the ring with their hotly anticipated wrestling debut. Mayhem, and the results are sure to please even the biggest WCW fans. With over 50 wrestling stars and detailed TV-style presentation, this game could be considered the best in its genre.

WORLD CHAMPIONSHIP WRISTLING



NP: HOW IT RATES WCW Mayhum received a Teen rating because of its adult humor and realistic depictions of violence.

1478

RINGSIDE SEATS 🙈

Machieven received and motion methods we we have a pair of environment of the section of proceeding of the complete section of the section

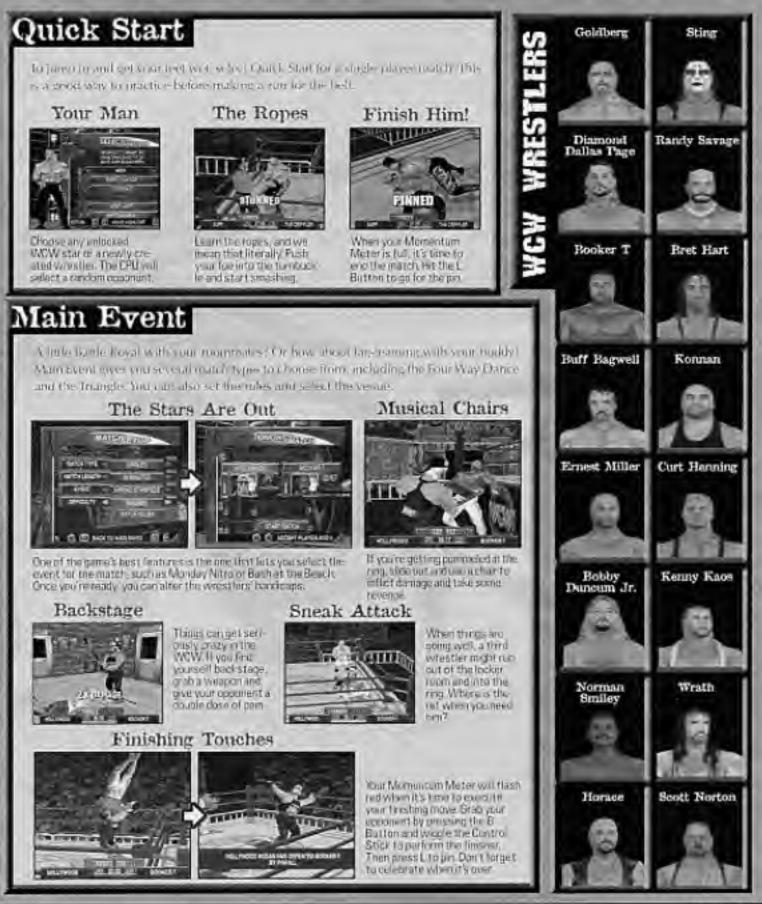
> near you littled possibility supports to a stress trees we siller as constructed with pyrotochoics involuence or such orders in constructions on the sissignificant construction of the particular support contract charts one the construction has be pray confirmentary. State AVCM constructed how schedownes As of the action of contract how whenevers As of the action of contract to the rine. Takes can world indo the base of mesons modes or randow parking loss. As a ward crossel Contrast Whenton Paylor Avery contract from have a conduct parking loss.

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WINTENDO 64

MADNESS AND MAYHEM 🚇

You to not the top tope, it will not be a mass decessifier of the market of the Wedfing dishes one over market of takes. However, thags as the constraint second choice addeds. A you have the histor Marinov secse preparation and takes



VOLUME 125 (93)

Quest for the Best

The attractive goal for any protossional writefor is the Championship Belt, but reaching the top of the ranks remains, massive amount of heart determination and dearn. You'll star-

Up the Ranks



You ill nave to prove your workin before you''s have your chance to win the balt. Hey everybudy's gotto start somewhere.

One More Time



Sweet Victory

Congrats on winning a grunding match, but don't get cocky you've got a long way to go farfore you can become the chemic

Unlock 'Em

as the lowest ranked concruder for the WCW followision tills, Every victory will put you closer to fast bett, and the more you way the more bidder chass lies yes (thanlock.

Television Title



After six hand longer victories, the WCW Texcession champions to is yours. How does that be't teel around your waist? Take some time to enjoy your new title, but don't relax for long, because the Hnavyyought Championship be't awarts.

Heavyweight Champ



You may own the TV title, out your ours thos only just begun Naw you're at the bottom of the heavywright carls?



After winning a belt, you'll critick a new wreather Each time you defend you'l title, you'll get another superator You're king of the ring' Now for the hard part: Defending your title will prove to be their east this built chief end of all A banch of hungry when here and dying to get their hands an your belt. You've become the prime target of the WGW

Pay-Per-View Passwords

You can be in control of WCW ExcPreView events, and the best port is moving one. This onlight forcare allows you for resonate malline. Pay-Portsony, comers by entoring special processingly which

Kidman vs. Juvi



You're broad to see a fave Studie Dryes or Head Sciesots Toledrivers when these two acrobats hit the ring together.

Raven vs. Saturn



Bad blood be tween timse nia triends always makes for an intense, thribne match. Who will win this line around?

serpear on WCW broadcasts or on the Internet at www.wc.wc.um or www.wc.cc.um. Entering a pressional will on up a club steritical to the corresponding Truster for the opcoming PPV event.

Diamond Dallas vs. Goldberg



Will the young hero prevail again? Driwill the Diamond Cuttor be rou much to har die? This matcheo is a classic.

La Parka vs. Psychosis

RATURATION

PRESS OTD CONTINUE

ALE .

WWW.WCW.COM



One-time partners are now in opposite concers. The Lapartici attria dealogy to those the Gall of the Legdrop.

(94)

WCW MAYHEM

INTENDO 64

Your Very Own Monster

Here is a real concerned by Dr. Environment, Crown a board and sind minimize the ring to complete assainst the best. You can constornize even thing from his opportance to his personality.

Name



You can name your wreatlen and select in isoloame, which will be announced every time he's introouced for a match.

Personality



Remember nice guys finish last. You can choose a faction (such as NWD), wrestling style, att rude and thome music.

Flyin' High



With lots of senal points, you'll be able to solar off there upon and leap into the air, delivering devastating blows.

Down 'n' Dirty



Appearance



Bald or mission/k7 Face paint or the vatural took 7 You con also select a pestionic skin type and hav color

Abilities



Learner and the strength culckness and matability Don't use points on centain areas such as sucmission or dr Drieta.

Power House



Where give a time-crushing backbreaker? Loads of strength and impact points will turn your intri a wreaking machine.

You may be strong and quick, but if you don't have any skills on the mail, you'll nover you the metch. Drice you knock down your opponent, take advantage of him with a kneer drop or flying albury. Then pin firm and wait for the three count.



MAYHEM MANEUVERS 🙈

We can bear you assume for more surveal upsite the right Tear. Remember to keen brawling, even if you're sering poundo'r. The not-were always prepared to other some strategic activity only way to com the bite siturtight back

As your uppowent bounces off the ropen and turns back toward you,

wait until he gets close enough, then press an attack button to slam

him down. Bo for the pinit your Momentum Mater is blinking-other

West, drag him up and do it again.



An easy way to inflict some pain and parsh ull your apponent is to use the insh When First, grap. firm with the B Button.

Luck of the Irish



After you've successfully grapbled with the teneny, press B while selecting a direction to Hing him against the ropus.

Turnbuckle Torture



You can also use the trish Which to favorich your enemy into the turnbuckle and pounce on him. Grouple with the Bibytton and hold the Control Pad toward the conversit the ring while pressing R. Your apponent was be temporarily stunned. Once your opponent is helpress in the corner, stand over immenouse attack buttons to deliver the last

Apron Grapple



Stand outside the ring. When your opponent reado the ring. sograndies, gress 6 to introduce his forehead to the ropes.

SET THEM FREE 🚇

Not all on the Wetty stars will be accessible when voustart playing Mayhem. Some of the higheres are known by the bing to get our and completion the range the ranks way to left them. mose as by averaining in the cane-a for the Best Monde. There are a few surprises as well, such as Mean Gene Cooland. What do you wind have surces of beating kloster and



Flying Knee di op are ready. to hit the mat as soon as you climb the ranks and win the TV fittle.

tor and part-time transper will be at your dispose if. you can win the Heavyweight Championstein



timers, Barry Windham < uncous to prove he can still brawl with the best of 'em-

LOCKED WRESTLERS

- Arn Anderson
- Bam Bam Bigelow
- · Barry Windham
- Bobby Blaze
- · Bobby Eaton
- Chris Jericho
- Doug Dellinger
- Eric Bischoff
- · Jimmy Hart
- Lash LeRoux
- Mean Gene Okerhund
- · Ric Flair
- Rick Steiner
- Sgt. Buddy Lee Parker
- · Scott Hall
- · Sonny Onoo
- Sting (Wolfpac)

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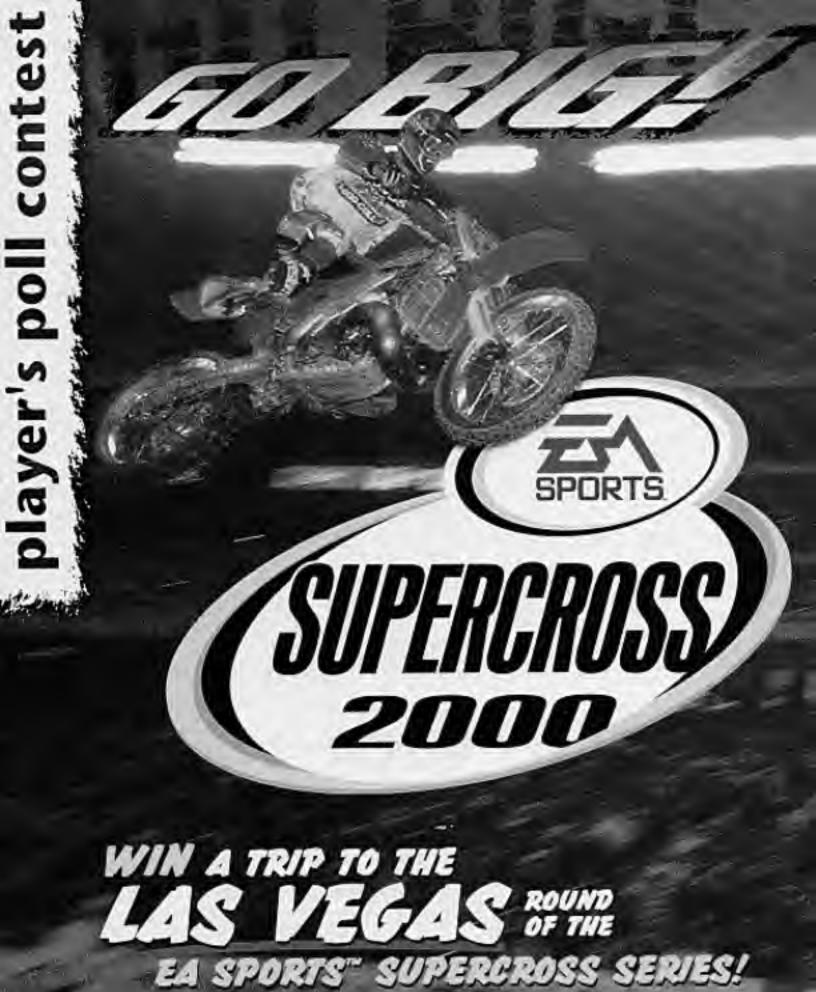
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Hardcore Demolition Action! Exploding Cars. Replictic Damage.



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95 NINTENDO POWER

Before gorging youself on Halloween loot, be	Address
sure to send in this Response Card. Not only Bitti Date	City State/Prov. Zp/Postal Code
also enters you in our contest!	1 1
and checky you in our contest.	Telephone No.
Check out the game list on page 144, then write down the numbers for your	G. Do you own a snewboard?
five favorite games in order of preference, with your top choice first.	1. Yes 2. No 3. No, but I plan on buying one soon
A. Nintendo 64 1 2 3 4 5	H. Do you own show skis?
B. Game Boy 1 2 3 4 5	1. Yes 2. No 3. No, but I plan on buying some soon
C. Which five products or games are your "Most Wanted?"	I. Do you own a BMX racing or jumping bike?
1 2 3 4 5	1. Yes 2. No 3. No, but I plan on buying one soon
D. How old are you?	J Do you own a mountain bike?
1. Under 6 2. 6-11 3. 12-14 4, 15-17 5. 18-24 6. 25 or older	1. Yes 2. No 3. No, but I plan on buying one soon
E. Sex	K. Do you own in-line skates?
1. Male 2. Female	1. Yes 2. No 3. No, but I plan on buying some soon
F. Do you own a skateboard? 1. Yes Z. No 3. No, but I plan on buying one soon	L. If you currently participate (or would ever like to participate) in one of the follow ing spons, which one would you choose as your tayonte?

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POWER T!

second prize

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SNIFT JERSEYS AND EA SPORTS SUPERCROSS 2000

third prize

NINTENDO POWER T-SNIRTS

II Winds

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We don't like to call anything involving vicious body blows and flying mouthpieces pretty, but the N64 boxing debut fits the bill.

KNOCKOUT

KINGS

2000









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You've had lots of chances to duke it out in a ring on your N64, but KO Kings is the first game that doesn't let you beat your opponent with a chair or fly off the top turnhuckle. EA did a terrific job using motion-capture to duplicate fighters' moves, and the result is a game that looks and feels like the real deal, except that you can't bribe the field judges!



QUICK START

Come out and take your whooping! Quick Start is for those times when you just want to pummel somebody and don't care who it is.

Pick a Fight



When you choose Quick Start, the CPU will pick your lighter and your opponent, stick 'em in a ring together and ring the boll. At this point it would be advis-able to begin punching the other boxer as rapidly and as hard as humanly possible.

If you create a boxer you'll know all the signature punch-es, but when you pick one of the greats, you'd better take him for a test-box first. Knowing the four special com-bos your boxer can use is key if you boxe to surging the great

you hope to survive the grael-

.....

ing circuit.

Fix the Match



Climb the Ranks

Before starting, you can ge into the Options Menu and fiddle with the settings of the match. You can mess with the difficulty and the number of rounds or even make it so Lennox Lowis gets cheated out of beating Evander Holyfield. (Well, not really.)

You'll start out as just an ordi-nary shino at the bottom of the circuit, but as you win Eights and gain points, you'll allowly ascend the ranks. The lowest-

ranked guys tend to have glass jaws, but competition will get

CAREER MODE For a fuller and more challenging game experience, create a boxer or pick one of the living legends and work your way up from lean to mean machine.

Pick a Pugilist



Gain Crazy Skills



Ring 'Em Up



Your performance in the ring Your performance in the mag dictates how many paints you gain, and your point total determines how many spats you move up in the rankings. The number of Signature Punches, Super Punches and brackdowns affects your knockdowns affects your points, so take the offensive!



500

1000

Always train between matches, because you'll acquire experience points that you can use to increase your speed, power and stamina. Use combos on offenso to land 30 punches in 30 seconds, and bob and weave on defense to protect your face and body.

fierce in a herry.

That's My Belt!



Once you reach the primary challenger position, you'll get the chance to fight the current champ for the belt. Who the champ is depends on your baxer and how you progressed through the circuit. Remember, you'll have to defend your belt should you wind



TUA

The Terminator" was born on a small island in Sampa, and he has fought hard to become the sumber one contender for the Husvyweight belt. With a good mix of strength. speed and endurance, he's a finrce.



SPINKS

Perhaps best known as the man who finally brought down Mike Tyson, Spinks Waa a huavyweight chempion with great speed for a big mint He west out in a blaze of clory, retiring right after opwrzeg fran Mike.



This rolling tank of a former is mow as molasses but strong as art ox. Thenugh hid parameter to spend just as much. time pro wresting as he docs boaing, Butterbean still claims ho's a Heavy weicht contender.



Hoya has knocked out 17. of the 19 men he's faced and never lost a fight. "The Salden Boy" is truly. colden, having won gold in Um '92 Orympics, and is esanely last



Another well-known Super," Ray Leonard is the only man to have won titles in five weight classes. He wan 36 of the 40 matches he fought, knocked out 25 of his opponents, and ovynagi the 30s boking world.

VOLUME 125 (108)

NINTENDO 64



Your hands are registered weapons, but that doesn't mean diddly if you don't know how to use them. If you make your offense and defense flow into one you might just get fitted for a huge belt.

OFFENSE

Your opponent has only two gloves to defend himself with, so all it takes to find a way around them is variety. Once you master the entire repertoire of punches, you can bypass any defense.

lab



One of the quickest punches, the jab is designed to work the face to obscure your opponent's vision by blacking his eye. The lunging jub is a bugo asset to tall boxers, as their superior reach allows them to score hits while staying out of range.

Uppercut



Best used when alternated with body blows, the uppercut is a powerful punch that slips between your opponent's gloves and naits his chin When lighting someone with a longer reach, weave to evold his jabs, then step inside and go for the knockout butten.

Body Blow



Boxers work the body net only to cause damage but also to tire opponents out by knecking the wind out of them. Use the hody blow to make the other guy drop his defense for a sec-ond and take the opportunity to give him an uppercert or hook.

Power Punch



If you press A or B while hold-ing the B Button, you'll per-form a Power Punch. This heavy swing takes a brief moment to recover from, and if you make contact you'll see a yellow plow appear. When you see an opening, unleash-it packs a whallop.



Super Punch



When you're in a defensive crouch, work the left side of your opponent's body. As he stumbles to catch his wind, press Up and A while still croaching to came over the top of his shoulder and score a direct hit on his cheek with an overhand hook.

If you score enough consecu-tive hits to fill the glove meter, you'll have a limited time to let loose with a Super Punch. By pressing the R, A and B Buttons at the same time, you can throw a book or uppercut that's a guaranteed KD if it hits home.



Combinations





Every boxer has four signature moves at his dispesal. From combes to dirty tactics like elbow smashes and low blows, these attacks cause lots of damage if they connect but come with a price. You'll lose a little bit of health every time you use one.



"Marvelous" compiled an incrudiale 52 knockouts over the course of his career, winning 62 hights He defended his world title 12 times bufore Sugar Bay Lentard carries out of retirement and mit mont it keet

NINTENDO POWER

(104)



A powerful boxer in the 70s and '80s, Roberto **Duranhad** incredible stamina to compliament brutally strong arms. He won titles in four weight classes over a stian of 17 years, from Lightweight up to Middleworght.



Like his Middleweight countlineart, Roberto Duran, Pernell Whitaker has great stavina His power and mind-numbing spine contributed to his racking up four different. weight class titles in the nittly '90s



The Bantamweight from Ghana punches mach harder than his 5'8" frame should allow. A frenetic boxer, his combination of blistering hand speed. powerful arm strength. and high pain threshold set him pourt.



Ona Carris a world-class Middleweicht blessed with a very long (72") reach for someone volicia only 5'9". He has fast hands but lacks b truly devastating punch. Even with low stamma, he holds his own

Hook

KNOCKOUT KINGS 2000

When you hold the Z Batton to doleed, you can press Up and Down to make your bexer lean

your opponent's jabs will always sail harmlonaty over your shoulder, and you'll be able to come back with hooks.

If you're really taking a beat-

ing, press A and B together to

ing, press is an or openent away from you. He'll stumble back a couple of paces, giving you time to regroup and get back on the attack. Use this on scrappy fighters who like to get in close.

to nither side in a defensive crouch. If you keep weaving, NINTENDO 64

DEFENSE Even if you have a super-powerful boxer, you're still going to have a hard time winning fights if you can't fend off your opponent long enough to attack. You have to float like a butterfly....

6.6

Stay Fleet on Your Feet



Protect Your Assets



Holding Z will also let you cover up your face or body. When the other fighter releases a Super Punch, be sure to block it or else he'll score a cheap knockout. If you can counter effec-tively out of a block position, you'll destroy any challengers.

Alternately close with your enemy to work his body and then pull back to land jabs and

lunging power punches. This function works particularly well if your fighter has a long reach and you're fighting someone slow and powerful like Butterheen

Butterbean.

TECHNIQUES Here's where we introduce the finer points of boxing, like long-drawn-out grap-ples and ear nibbling. On second thought, there have to be better tips than those.

Watch Your Percentage



Every time a round ends, check out what kind of percentage you're running. If you're throw-ing hundreds of punches but never connect and the match comes down to a decision, you'll lose. Make your punches count, and land more shan the other guy

Find an Opening

Bob and Weave

Stop Hitting Me!

68 100.00.0



The key to connecting with strong punches is analyzing your opponent's movements. Learn his favorite moves, then find ways to avoid them and immediately counter. If he misses with a flurry, lunge in before he recovers and nail him with a Power Punch.

Variety Is the Spice of Boxing







You have to keep your opponent off his guard or he'll start block-ing all of your attacks. Alternate sides from punch to punch, then all of a sudden throw three of the same punches. If he never knows what's coming, his datanse will be a joke.



They don't call him "Feroplous" for nothing Vargas, who is 17-0-0 and has K0 d everyone who's stepped into the ring with this, is germing for Oscar de la Hoya, He has yet to win a world title, and ha's due:



REID

A gold menalist in the 1996 Otympic games, David Roid is an extremeby quick boxer av th excellent stamina Since he statted making huge money early in his career, he still has to prove himself over thy of the hype

MOSLEY

"Sugar" Shane Mosley, the IBFL/ htweight champion, bas fought all over the world during his extensive traveling. His 32 0 0 record is ho joke. especially in light of the fact that 30 of the victor ries were KOs.



Aaron Pryor, who's called "the Hawk" because of his predatory instincts. lost only one of his 40. career matches, compling 35 KOs: He was a strong boxy mail respects until eye munes ended his career watly



This Rywardht from Mariagua Micaragaa seems skinnier than he is because of his height and lanky arms. He KO'd an astounding 64 lighters. while winning two Foatherweight titles, Laking 80 p188 decisions



CREATE A BOXER Of course, as great as the greats are, nothing heats a homegrown here. Turn on the Rocky theme and pretend you're Don King.

Who Is the Man?



Your guy needs a name that'll strike fear, strong skills and n load of talent. You have a limited amount of fuel to pump into his power, speed and stamina, so spend wisely! You can also pick the four signature moves he'll have at his disposal.

A Face Only a Mother Could Love







Once you've got his skills in order, give your man a look that'll have endorsers lining up to sign him up for millions. Everything from skin color to facial hair to finight and weight are yours for the tinkering, so make him as freaky as you like.

You'll fight a single match in Slugfest, against either the CPU opponent of your choice or a buddy. Pick the who and the where, lace them up and start slugging it out!

You and Me, Pal! Right Now!

11111



Fighting the computer is all well and good, but you'll get much more of a challenge boxing a buddy. You can set up some of the greatest matchups of all time and rewrite history so that your favorite boxer reigns—Lewis vs. Holyfield II. anyona 7

Pick a Venue



You can stage your light anywhere, from the Colesseum in Rome to the local 440 in Detroit. It's nice to have a huge crowd roaring for you, but it's also kind of cont to stage Ali vs. Frazier in a tiny little gym in front of fewer than fifty fans.

VIEW REPLAY

One of the nicer features of the game is the option to view instant replay at any time during the match. You can also check out the highlights of the whole fight from all angles.







Another fall and backy Eight sweight, you dithink Sean O'Grady's 135 power. To the contrary, this firstly Fighter is one of the hardest punchers in his weight class, with stamon to it atch.



Floyd Mayweather is quite simply the factost Lightweight in the boxing world. His hands became blars when he jats, each one delivering punches as powerful as any one of his slower weight class counterparts. MANFREDY

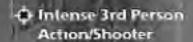
"El Diablo," who hails from Gary Indiano, is a ferecipus Fighter known for his intensity. He became WBU Super Featherweight Champion by strenging together a 27-3 thecord with 21 knockouts.



Keen Kelley is one of a slew of great Lightweights in the game, and very likely the strongest. He's not as fast as Fleyd Meyweighter Jr. and his stanura is questionable, but his power puts him on equal footing.



One of the hardest bound for pound punchins around, Danny Romero has an IBF Pryweight and am BF Junior Bantamweight title on his resume. Quick and strong for his size, Romero is a afflicial target to hit. The first blast wiped out your Space Center. In just 3 hours, the high-tech weapons satellite will strike again...It's your job to make sure that it doesn't.



Precision lasersighting aiming mechanism

Invitionments Environments

 Battle heavily- armed Boss Characters and "smart" onemies
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Rumbie Pak
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"Explosive N64 adventure" ...Nintendo Power



Exciting 2-4 Player Modes including Lethal Tag. Cube Hunt, and Quick Draw

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NINTENDO.64

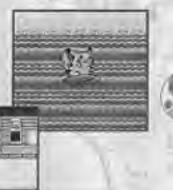
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Special Pleadin Edition



CAKE HOMY GARYY

are you here

If you know your way around the world of Polaimon you world get to the special fellow version, because the super and objectives are largely the same. Although the particle polyfammert relook gest on Game Boy Color, you can still ploy it on any Come Boy, and will have no trouble finking up to trade or battle with the Red and Boo versions, But with of the Area remained the same, check offer what's changed!

/ RACI

IO95-1009 Namendo Chicabores, and PBANE FREAK Inc.

AND MATER GU

TM

N CENTER!

1 2 1

POKéMON YELLOW

THE BEST OF BUDDIE

First of all, you're going to have some containment problems. In the cartoon, Pliachu recuses to stor model its Poor Ball, and the scenario is no different on your Game Boy. Instead of starting of the game with a choice of Bulbasur, separtle or Charmander. Professor Calc names over Planchu, who promptly refuses to star cooped up.



Pitacho will follow you around on screen, and you can turn unband to plinck its mouthat any time. If you let it light often, raise its experience level and keep it healthy, you'll sen a very happy Electric-type.

THE POWER OF PIKACHU

$\hat{L} v =$	Lva	Attack -	Type
100		THUNDERSHOCK	ELC
		GROWL	NRM
. 6	1	TAIL WHIP	NRM
6	5	THUNDER WAVE	ELC
11	16	QUICK ATTACK	NEM
. 15	100	DOUBLE TEAM	NRM
20		SLAM	NRM
	26	SWIFF	NRM
26		THUNDERBOLT	ELC
33	33	AGILITY	PSY
41	43	THUNDER	ELC
50	1	LIGHT SCREEN	PSY



As the chart shows, Prachulaarns attacks at different loves than in Red and Blue New Yellow attacks include Tai Whip, Ducble Team Shore Thunderbolt and Light Screen.

BR B B BARY, SUPER MACHD B B B B B

Your rival. Gary, has a whole new way to an agonize you in Yellow, instead of choosing Bulkasiun Sciunde or Charmander for his own, be single in Decer from the Professor. He'll show up to battle in all of the same places as in Red and Blue, but the evolution of his team will differ depending on the way your game progresses.



If you thought Gary was initiating before, war until you meet his new team. Depending on how you face in three specific battles, Gary's Eevee will evolve more at three weys.

#133 EEVEE

BLAST OFF!

Or course, Ash has more than just Gary to worry about in the relevission carroon. Making the learn from the small scorer to the even smaller screen, the bumbling members of Team Rocket, lesse and James, invade your Game Boy to by to stop your progress through Pukemon Yellow. You can be sure they'll make your trouble coulde



Jessin and Jamos will never collect receir than the Davie Pullianton Day been with Meowth, Exans and Koffing don't out up much of a Fight even when they evolve later in the game



The members of Team Rocket will pop aplitionary unexpected places, so showys be ready to do bettle with them. You'll also have to withstand their silly attempts at intrincation.

TOGETHER AT LAST

Remember how hard it was to find and trade for the two Polymon you didn't choose at the beginning of the Red and Black versions! Well, one of the explicit parts of Yellow is that you can find Southe Chamiander and Busiasaur at various points in the gime Finally, you'll get the choose to assemble a Polyémon desire transf



#134 VAPOREON

If you less to Bary in the first battle in the lish, his Europe will eventually become Vappreon.

#135 JOLTEON

Gary will one day raise a Joi teon if you win at the lish and win west of Vir dan City

#136 FLAREON

If you win at the lab but loss or slip the battle west of Vindian City, you'l see Flareon

ALITTLE HELP FROM YOUR FRIENDS Since many collectors may be getting their firs look at tokenton in the Yollow version, which decided to amess some of the best tips for all three games (Of course anything that's marked "vellow Only" will apply only to (surprise) Pokemon rellow. Lomo along as

we take a trip down Pulemon lane.

HEDGE HURDLING

One of the earliest tricks you'll master is jumping down levins as you make your Way around the world. Not only does this help you take shortdute, but it will also enable you to word confrontations by slopping whole areas of deep grass where wild Pollamon lark. Remember that you can only jump down from aboveyou'll have to find an exister path back up.



PICK YOUR FIGHTS

It's a good idea to Fight other traners as often as possible, because you'll gain valuable experience to raise the levels of your Pokemon and also pocket cash for buying supplies. If your Poxemonate severely depicted, though, it may he smart to avoid fights that might knock your team out. Stay out of the trainer's line of sight and sneak by

TIME TO ROCK

If you choose Buibasiaur or Squintia at the beginning of Rector Blue, you'll more than hold your own when you maket up with Brock, (he first of many Gyn Leaders. In Yellow, however, your Electric Type P Racha will be almost for a ly useless against his Rock-type Pokerron You'd better capture and build up a strong team If you hope to earn the Boulder Badge.

ROCKET LANDING

After the long and taxing bottles inside Mt Moon, you'll finally prevail and get the charce to choose eitner the Helix or the Dome foss? H you take these archevological frequences to Crimeber Island you can resurrect Kahuto cr Omany to, but in the Vinliney version you have to contend with Jessie and James before you can make your escape into the sunlight.

PROVE YOUR WORTH

NINTENDO POWER

Yellow's Trading Post in Cerulean City is different from Bud's and Blae's If you writer the house in Vellow, you il find a caring trainer who has nursed an inured Bulbasaut back to health. She wants to entrust its care to areaponable trainer but she won't consider you for the Fononunioss you've kept your Piloschu extremely healthy and happy.

A HOT ACOUISITION

to the Vellow version of the game, head north from Cerulican City, You'll almost innoedistely first another trainer with a valuable gift. This fellow doesn't feel as shough he's fit to take care of the little Fire-type, and he shappy to hand it over. Charmander's fiery powers will make it a great asset in light's with Bug-Grass: and ice-type apponents.



ALL GROWN UP

If you just don't have the time to raise all of your many Pokemon, why not drop one off an the Pokemon Deycare south of Cerulean City? The man there will rear the Pokemon of your choice, charging you P100 for every experience level it mans. You can't choose what attucks it. learns, but those are the breaks!



HEEEEERE'S SQUIRTLE!

In the Yellow version, a girl in the center of Vermition City has a Squittle that she drove to hard over. Worder to be deemed worthy of the Water-type, you'rust first entor the Gym and doloat L1 Surge's Electric- type Posemius. Once you earn the Thunder Badge, the gri will send Squetle your way.



GO FISH

Also in Vermilian City is the Old Fishing Guru, who'll part with his Clid Rod to give a fellow fishing freuk the chance to ge betiling for Pokemon. As you propress and find the Good. Rod and the Super Rod, you'll catch more and more Polemon by casting into various water whys. Fish frequently-you might get lucky!







Hones I.

TEAH BOOKET'st

Than

Thany GENOLET





POKéMON YELLOW

GET SOME WHEELS

The President of the Pokemon Fan Club in Vermition City will practile on for what seems like boars about how much he laves Pollomon If you're willing to sit through the constant. a tream of hot air, ho'll make a pift of a Bike Vaecher, which you can receim for some when is in Conclean City. It's well worth it otherwise you'll need to save up 4'one millioid

IMPROVE YOUR EYESIGHT

On the second lippe of the quard house on the right side of Route 1) you'd had one of the Professor's many assistants. If you vecollected over 30 Pakeman when you meet up with him, he'll boost your inventory with a handy device called the from Finder. Using this ovention will notify you if there are hidden items. enywhere in your immediate vicinity.

CUTTING COMMENTS

Grice you learn how to use Cut from the Captain of the S.S. Anne, your designated chosping Pokémon will be able to prune down any of the bushes dotting the landscape Cut lets you take shortcuts and find hidden areas. that weren't previously accessible. It's also an effective attack in battle, so be sure always to travel with a Cut-equipped Pokeman

SPELUNKING ROCK CAVE

Rocil Cave will be an absolute horror to mavicate if you haven't ecuipped one of your Pokerway with the ability to use Flush. You can tine this valuable HVI by taking Diglett's Cave from Route 11 to Route 2, which is near Ventum Forest. As soon as you emerge from the cave, head youth to find Flashin a small house, then head back to Rock Timnel.

SEEING THINGS

The creatures haanting Posamon Tower m Lavender Town are so frightening that your Polemon will refuse to type them. That is, unless you've rescued the Sliph Col president and received the Silph Scope. With this item. all of the grosts will be unmasked, and you'll be able to battle or capture them at will. You'll also get past the big ghost at the too.

MEMBERS ONLY

If you want to air and play the slots with the rest of the suckors, feel free-who knows, you might even win abittle spending cash If you want to continue your quest, though, take a closer look at the poster on the bank well. If you trigger the hidden switch, a doot loading to the oner sancture of the casino will open. Head riside for some answers!

and COMPLETE FOR



ONE-STOP SHOPPING

The entrinous department store in Colucion Dity will fast become your favorite shopping spot. This multilocal commerce hub offers everything you ought read in the way of performance enhancers. You can buy any one of the evolution inducing stones, have items like the hot-selling Pake Coll, and TMs by the score.

The Fight to free Siloh Co. from the clutches of

Team Rocket is lung and exhausting, solit nelps

to know there's samebody on your side. In a

whary Pokemon, Once you're feeling up to shuff, find Grovenni and bust up his team!

corner of the ranth flace is a woman who lets.

you take a muck map to rejuvenate your baltle-



20 929998 ETASAAN LUCKAN



SURFING 101

GET REFRESHED

Find the Secret House deep within the Safari Zonwin Fochsig City and you'll roceive Lie HM. known as Surf. You can teach this helpful technique to many Poliamon, most of which will be Water-types. Once one of your Polyonian has luarred it, you can climb abourd to travel over water to previously inaccessible areas.



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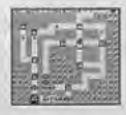
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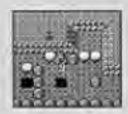
NOW BOARDING

if you use Cart to get through scene bushes at the top of the Cycling Road you can find a little put-of-the way house leside it is a girl who. doesn't want hordes of visitors invacing her privacy, so to buy your silence she'll give you the HM Fly. Tesch it to a Pokemon to flag to any point on the map instantaneously.

MOVE MOUNTAINS

In your Safari Zenn travels you'll find a pair of Gold Teath If you give them to the Warden, he'll set you up with the Strength ability Once you we taught a Pakemon this muscle-flexing technique, it will be able to roll have boulders arguered Thes'll curve wrhalldy which you're exoloring Seafourn Island and Victory Road.











SSSSSS EVEN LESS KNOWN SSSS

totrepadeoplones of the Cottoewo Daugeon soll be in for a surprise when placing the Schox, version us totally newl Measure is will somewhere within the depths, but you'll have to maving a committely different maze from what you say in Red and Blue. Check out our maps to the loweborn on how to get amond.

ritigent beens

From Ceruleum City, go north over the bridge and piece into the water on the left. Surf south to

find the entrance to the Unknown Dunceon, Only League Champions

EMS

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MAX ELDOR
 RARE CANDY
 ULTRA EALL

G MAX REVIVE

UDRA BALL MAX/REVIVE

FULL RESTORE

RARECANDY MAX ELIXIR ULTRA BALL MAX REVIVE

JURABAUL

FIRST FLOOR

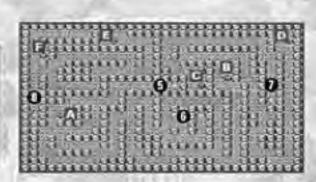
#28 SANDSLASH	FEW
#42 GOLBAT	MANY
744162.0CM	FEW .
#47 PARASECT	FEW
#49 VENDWOTH	TEW
#70 WEEPTWEELL	FEW
#75GRAVELER	MANY
13201100	FEW

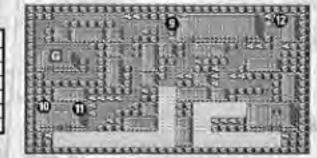
SECOND FLOOR

728 SANDSLASH	FEW
#42 GOLBAT	MANY
#44 GL00M	FEW
#70 WEEP#JBELL	FEW
#75GRAVELER	MANY
*TITRIHYHORN	FEW
# 112 FHYDON	FEW
+ 132 DIT TU	FEW

BASEMENT

#42 GOLEAT	MANY
*75/6月為/日日日	MANY
PIOS LICKITUNG	FEW
#101 REWHORN	FEW
#112 EHYDON	FEW
MICICHANISEY	FEW
#132 DITTD	FEW





THE CHAMPIONSHIP CIRCUIT B B B

Apothor relation unique to Polentico Yellow is the addition of Colesseum 2, which is a new way in hat the with your triends. Cloce you link two Yellow games together using the Cametink Cable, this new mode will become available in it, you'll get the chance for ght in these new Caps, each or which his its own rules, and regulations.

POKE CUP

Pokemon between the isvels of 50 and 55 can enter this Cap, which is essentially the heavy averant class. The sum of the experience levels of year Powenen can't te more than 85, and as an added rouch, the 151st Pokemon, Merv, is not allowed

PIKA CUP

A contest that daters to lower-lovel Foxemon, the Pika Cop allows Poxemon between only the lowels of 15-20. The levels compatadd up tornore than 50, so spread the experience out wisely. Once again, ontering with Movies atricitly forhidden

PETIT CUP

The Petit Cup vas the mast shree gent rules of the three Cups. First of all, your Priximon must be between level 25 and level 30 to between level 25 and level 30 to bet in the door. Beyond the level requirement, though, there are also height and weight restrictions. Your Pokemon must be under 618 and weigh less than 44 pounds to make the cut. The chart on the right will let you know who's allowed in the bartles.



HBULBASAUR 4 DIARMANDER 77 SOLURTLE	PEO POLIWAG P63 ABRA PEG MACHOP
PILICATERPIE	F 69 BELLSPRO
(BWEEDLE	174 GEOLULIE
PD6 PIDGEY	FISTMAGNEMI
19RATIAIA	ABORAREETCH
21SPEAROW	#90 SHELLDER
ZEREANS	192 GASTLY 198 KRABBY
25 PIKACHU 27 SANDSHIFEW	100 VDLTDRB
29 NEORAN T	+102 EXEGGCU
32 NIDORAN	VID4 CUBONE
135 CLEFARY	#109 KOEFING
137 VULPIX	TICHORSEA
129 JICKSLYPUFF	115 COLDEEN
41ZUBAT	/129MAGKAB
43000ISH	4132 DIT TO
46 PARAS	#133 EEVEE
50 DIGLETT	/ 138 CIMANYTE
IS2NEGWTH	#169 KAEUTO
54 PSYDUDIC	#147 DRATIN
158 CRIAVLID€	

UT

花田

1E





M An M means that many of that particular Pokemon can be found in that version of the game.

- F A capital Findicates that few af the Pokemon are scattered throughout that version.
- E An Evidenties that you will never find the Pokimion in the wild -it can only be evolved.
- C Pokences marked with a Critist be picked in one of the choosing sequences in the game.

POKéMON YELLOW f II there's a small finext to the Pollemon, it means you can

Poluenon, it resans you can telly for it in a wieter area.

A gray box means that the Powenion does not appear in that version of the game. GAMEBOY

	Vellow!	Red	Ehe	And the second second	Velev	Bed	Bue	the second s	Yellow	End	Bhe
#1 BULBASAUR	F	C	С	#51 DUGTRIO	F	F	F	#101 ELECTRODE	E	F	F
#2 IVYSAUR	E	E	E	#52 MEOWTH	100mm	1.000	M	#102 EXEGGCUTE	M	F	F
#3 VENUSAUR	E	E	E	#53 PERSIAN	· Canada	-	E	≠103 EXEGGUTOR	E	E	E
#4 CHARMANDER	F	C	C	#54 PSYDUCK	M	Ff	Mf	/104 CUBONE	F	F	F
#5 CHARMELEON	E	E	E	#55 GOLDUCK	F	F	F	≢ID5 MAROWAK	F	F	F
#6 CHARIZARD	E	E	E	#56 MANKEY	M	M		#106 HITMONLEE	C	C	C
#7 SQUIRTLE	F	C	C	#57 PRIMEAPE	F	E	1000	107 HITMONCHAN	C	C	C
#8 WARTORTLE	E	E	E	#58 GROWLITHE	F	M		#108 LICKITUNG	F	F	F
#9 BLASTOISE	E	E	E	#59 ARCANINE	E	E	1000	#109 KOFFING		M	F
#10 CATERPIE	M	F	M	#60 POLIWAG	f	f	f	#110 WEEZING	1 Married	F	F
#11 METAPOD	M	F	M	#61 POLIWHIRL	f	Ť	f	#111 RHYHORN	F	M	M
#12 BUTTERFREE	E	E	E	#62 POLIWRATH	E	E	E	#112 RHYDON	F	F	F
#13 WEEDLE		M	F	/63 ABRA	M	F	F	#113 CHANSEY	F	F	F
#14 KAKUNA	-	M	F	#64 KADABRA	F	E	E	#114 TANGELA	F	F	F
#15 BEEDRILL	-	E	E	165 ALAKAZAM	E	E	E	#115 KANGASKHAN	F	F	F
#16 PIDGEY	M	M	M	#66 MACHOP	M	M	M	#116 HORSEA	f	Mf	f
#17 PIDGEOTTO	F	F	F	#67 MACHOKE	F	F	F	#117 SEADRA	4	Ff	+
#18 PIDGEOT	E	E	E	#68 MACHAMP	E	E	E	#118 GOLDEEN	i	6	1
#19 RATTATA	M	M	M	#69 BELLSPROUT	M		M	#119 SEAKING	f	f	Ŧ
	M	M	M	#09 BELLSPROOT	F		F	#120 STARYU	Mf	MIT	Mf
C. 30.9. 12. 01191 13.41	M	M	M	#71 VICTREEBEL	E		E	#121 STARMIE		E	E
#21 SPEAROW	ALC: NOTE: N	and the second second	100000	the second se	Mf	8.84	Mf	#122 MR. MIME	E	F	F
#22 FEAROW	M	M	M	#72 TENTACODL	-	Mf		#123 SCYTHER	F	F	E
#23 EKANS		M	-	#73 TENTACRUEL	1	E	E		-	F	F
#24 ARBOK	6	F		#74 GEODUDE	M	M	M	#124 JINX	-	F	- F
#25 PIKACHU	C	M	M	#75 GRAVELER	M	and the second	and state	# 125 ELECTABUZZ	-	- P	E.
#26 RAICHU	E	F	F	#76 GOLEM	E	E	E	#126 MAGMAR	5	-	F
#27 SANDSHREW	F		M	#77 PONYTA	M	M	M	F127 PINSIR	F	6	F
#28 SANDSLASH	E		F	#78 RAPIDASH	E	E	E	#128 TAUROS	F	F	-
#29 NIDORAN	M	F	M	#79 SLOWPOKE	Mf	Mf	Ff	#129 MAGIKARP	T	- 1 -	f
#30 NIDORINA	M	F	F	#80 SLOWBRD	Ff	f	Ff	#130 GYARADOS	f	E	E
#31 NIDOQUEEN	E	E	E	#81 MAGNEMITE	M	M	M	#131 LAPRAS	1	F	F
#32 NIDORAN -	M	M	F	#82 MAGNETON	M	F	F	#132 DITTO	F	M	M
#33 NIDORINO	M	F	F	#83 FARFETCH'D	F	F	F	#133 EEVEE	F	F	F
#34 NIDOKING	E	Ε	E	#84 DODUO	M	M	м	#134 VAPOREON	C	C	C
#35 CLEFAIRY	F	F	F	#85 DODRIO	F	E	E	#135 JOLTEON	C	C	C
#36 CLEFABLE	E	E	Ε	#86 SEEL	F	M	M	#135 FLAREON	C	C	С
A37 VULPIX	F		M	#87 DEWGONG	F	F	F	#137 PORYGON	F	F	F
#38 NINETALES	E	-	E	#88 GRIMER	M	F	M	#138 OMANYTE	C	C	C
#39 JIGGLYPUFF	F	F	F	//89 MUK	F	F	F	≠139 OMASTAR	C	C	C
#40 WIGGLYTUFF	E	E	E	#90 SHELLDER	f	Mf	Ff	#140 KABUT0	C	C	С
#41 ZUBAT	M	M	M	#91 CLOYSTER	E	E	E	#141 KABUTOPS	C	C	C
#42 GOLBAT	M	F	F	#92 GASTLY	M	M	M	#142 AERODACTYL	F	F	F
#43 00DISH	M	M		#93 HAUNTER	F	F	F	#143 SNORLAX	F	F	F
#44 GLOOM	F	F		#94 GENGAR	E	E	E	#144 ARTICUNO	F	F	F
#45 VILEPLUME	E	E		#95_0NIX	F	F	F	#145 ZAPDOS	F	F	F
#46 PARAS	M	M	M	#96 DROWZEE	F	F	F	#146 MOLTRES	F	F	F
#47 PARASECT	F	F	F	#97 HYPND	E	F	F	#147 ORATINI	1	f	f
#48 VENONAT	M	M	M	#98 KRABBY	Mf	f	Mf	#148 DRAGONAIR	f	E	E
#49 VENOMOTH	F	F	F	#99 KINGLER	Ff	f	Ff	J149 DRAGONITE	E	E	E
#50 DIGLETT	M	M	M	#100 VOLTORB	M	M	M	#150 MEWTWO	F	F	F

SURFING PIKACHU GIVEAWAY ,000 WINNERS

GET READY TO HANG TEN WITH YOUR FAVORITE ELECTRIC-TYPE POKéMON, BECAUSE WE'RE HAVING THE GIVEAWAY OF A LIFETIME! READ ON AND GET STOKED FOR SOME FUN IN THE SUN!

like, wow! That's all we have on say to the news that a special Indenne has been eliscovered. Suming Pikachu is an ordinary-Hourse type inhosed with a special gift, the al-fifty to tame goarty. waves. This radical Pikachu already knows boly to Surf, and it can

learn other Watersype abilities as well-Not only that, but if it finds its way only. a Rokemon Yellow game carridge, it can also play a socret satting minigarito, and the heat part is, it your entry is picked, you runid have one of these rare creatitles for your very own. If you're solected, we'll par Suring Pikachu on your Gune Eb), If you dom have a Nakemon Game Pak, you'll receive a Polemon tshart instead. We're giving away 1,000 prices, so multin your entry totkiy!



Surling Pikachulis the only Pokemon that can access the surfing game in Pokernen Yellow, Pull Tips, eam points, and a tay could

If you don't own a Pokémon Game Pak, you'll catch this excellent Pokemon t-shirt if your entry is drawn!



a Shirter a promit il accul de greater values for any price. Lind accud promit without be availed in the a propunt the organization of the second second processing and the second sec parts way and twee parces. Doed Fibe Chemicated (2003) intends will either have the Sarting Practice detail to retrieve distribut Pakarket Elano Paca of with yis a trade k. Without and Her Ending. Ficade will be remained to taking How Datas Pakets. MUK Is a writer to as you can a PowersenDate. Publishey untreprise 41 strict instruct. Sea ling Paul codular as no race holder. Approximate case on the where a \$25 to TAKES ARE WANTED SELL RESPONDED. IT Philips would income with be available to a parent/keps/guardunitm/live option/ Wyrene land of wrene to a prime his or her parent/keps/guardani may not reserved to market an all filling of court of your and advise of histology as a guardine of second Byerneng yo dont in payon a more, you provide in orthogon data?"- core MUA and is all writer, directerm, of laws and replaying distributly. "Assaunt Pathas" history laws y have, parts. names, have a darities near directioning of a the needenikes in my puri Lockers their wind organization and density in an analyzer of public of publicity or process' Entrusts again to be a smithly these distanced follow phoneses, whethere final AOM may change these finite and/or summed or parent the assessments are any time of parents pay ind NDA's carried at test the attraviation toroid the energistance in ADA otherwise service to non-discussors supplies of carring the evenessian as pairwed. Any provinces of them, fives, dependences were been will be actored to the action) pressentiate, and the extremelies of these Richars and researce could put, Ad assessmilulate conference and upper provident there sy have, all representations of

TO ENTER: Print the following information on a

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Red, Blue, Yellow, Notes

NEVTERIDO PONIER ICREMIN PRADMICIVEAMAN PD BOX E/D44 RECARDING WAR MIDE

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They're mobilized. ARE YO



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FOR MORE INFORMATION ON GAME RATINGS CONTACT THE ESRB AT 1400-771-3772. Amonnes'' and Actain* O1993 Ad Emarkaturent, Inc. All Flotm Reserved, Developed by Acclaim Studios London. All Rights Reserved



TM

BRUEET S. W.A. B.M.



WWF ATTITUDE MOVE, IN-FISHERMAN BASS HUNTER 64 LURE, OR DANCE STEP?

DUIZ Maybe you're a wrestling fan who knows Stone Cold's every move, or maybe you're the outdoor type who can reed in a prize fish every time, but do you know how to cha-cha? Sure, there might never be a dancing game on the No4, but it's always nice to have well-rounded knowledge (and a little rhythm, too). In this month's quiz, we've mixed up some dance names with moves from Acclaim's WWF Attitude and Jures from Take 2 Interactive's Bass Hunter 64 to see if you can identify what is what. Now, does the Funky Chicken describe Mankind's stage presence or the bait for poultryluving piranha?

	1-	WWF Mbvc	Bass Hunter 54	Dance Step		hand	WWF	Bass Hunter 64	Danco Step
1	Tennessee Jam		0	Q	1	Kill'r B	0	O	
2	Tennessee Twister	T	Ō		- 16	Bearhug	0	0	D
3	Fish Dive	17	0	0	- 1	Cuddle Position	17	0	E.
4	Fisherman's Suplex	7	0	0	18	Headbutt to Groin	D.	0	9
5	Rappala Minnow	Э	0	1	15	Finesse Worm		0	1
δ	Elevated Crab	3	0		- 2	Skitter Pop	n	0	1
7	Husky Jerk	7.	0		2	Lindy Hop	п.	_O.	-0
8	Running Butt Bump	٦	0		2	2 Atomic Drop	٦	0	
9	Tush Push	7	0		2	3 Gancho		0	
10	Stump Puller	T	O		- 2	Hurricanrama	17-	0	ũ
it	La Magistral	a	0	1	2	Zarra Spook	9	D	
12	Rond de Jamb		0		2	Slappin' Leather	٦	O	
13	Sweet Chin Music	1	0	D	2	Laying the Smack Down	T	0	0
14	Shallow Shad		0	0	2	Rattle Trap	-	0	

POKéMON

Caught 150 Polesmon (Vol. 114)

Frederic Faddoul, PQ Jason Falcone, Erbaardraille, II. Curry Field, Tucson, AZ Ryan Fischer, Fishers, PV Dan Fleege, Fort Dudge, IA tohn Gaglinne, Bethjanne, NY Ion Gerstein, West Bloomineld, MI Alexander Ghallari, Concinnati, OH Brandun Ghislain, Iwin Lakes, WI Dan Gillies, Saskatoon, SK Christopher Glass, Claremont, CA. Sean Glover, Thousand Oaks, CA Kesin Gelilin & Leryn Presnall, Wichita, KS Morgan Grillin, New Orleans, LA Danny Grove, Schevalle, MD Stephan Hanna, Cuyahaga Falls, OH Mattinew Harden, Blaine, TN Phillip Harrington, Milland, MI Sean Hart, Point Piessant, NI John Heidinger, Pawnee, IL Michael Helitzer, Pittsfield, MA

to YOU HAVE WHAT IT TAKES?

Send as challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nistendu.com;

HOW TO BE PICTURE PERFECT

· Include your N64 or Super NES in the photo of your high score. + Dim the lights, then take a few photos without a flash. . If you're taking a photoof a Game Boy, place it on a flat surface, . Write your name, address and Member Number on the back of your photo. * The Arena challenges featured in this issue must be received no later than November 10, 1999,

E-mail us with challenges and suggestions at: arena@nintendo.com OR send entries to: Power Player's Arena, P.O. BOX 97833 Redmond, WA 98073-9733

ANSWERS TO VOLUME 124 WHAT I YOUR CALL?

	Ti Hi, man (10)
7. Eural	M. NEWTRON
3 fi ~ cale	E SHIDE
AL-min.v.	T. Wester
5. Lipillis	IP Tedakman
& SLEWIN	11 Gulon
/,Tenee	E Man
+ Cempler	2 Weipidell
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"START YOUR DAY FORTIFIED WITH AIR TROOPS, GROUND TROOPS, AND 8 ESSENTIAL VITAMINS."

~SARGE





3DO

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JET FORCE GEMINI

RELEASES

October 1999

YOUR

POWER GUIDE TO THE LATEST

Introducing the new rage from Rare.

GRAPHICS: Once again Rare lives upto its reputation for creating. ED worlds with visually stunning characters and settings. The animation and special lighting effects are statismithisart.

PLAY CONTROL: JFG is a should at healt. so the movement and aiming controls are very important. The development team at Rare-went through several configurations before arriving at an advanced may of controis that allows players to move, fire and aim all at the same time.

GAME DESIGN: Prepare vourselt for a vast game that requires players to backtrack and

open new uneas with different characters. The stages are targeotten complex, and always cital-

langing. The matuplayer modes include shooting, targeting and racing action.

SATISFACTION: For action dans, let Force Gemini is a welcome return to the citallenging, intense action games of the old 2 D eta, but it's bigger and beller.

SOUND: Excellent music and sound effects help set the scene. Gathled character voices sound like the cartoon-speak from Banjo-Kazoole.

COMMENTS: Scott -- Very challenging and



very hig The liest nare action game ever we the Nh4. Nale-More multiplayer than you can shake a stick at Kyle-The most tenacious Al five seen.

	Interace descriptor
truss the world is character	Fallal, Hos garos faroriful, hut the rector we sports should r, after all.

Rare/256 Megabits

simultaneously

- Rumble Pak compatible

1 to 4 players

6 Save files

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NINTENDO OWER ORES - Note 1.4 -Manun V.0 ZOCOM RE -Andr 7. H - Sellers

OVERA

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SOUND

ENDO 64

STARCRAFT 64

Enter a galactic struggle on the N64.

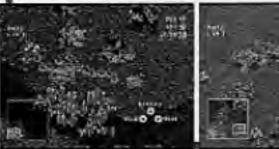
GRAPHICS: Blizzand munaged to create very sharp unit icons for this consoleversion of its award-winding PC game. The cinematic section es are statut, but the quality is good. The small type sizes are diflicult to read. Expect some slow-lown when large numbers of units swarm on the screen. PLAY CONTROL: Players can choose their own cursor speed and set up quick selection buitons. Some of the control/menu sensonces take a little getting used to hot they feel quite natural after practice.

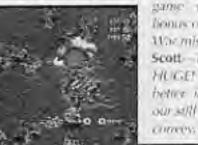
GAME DESIGN: This version combines must of the stages from the original Storcraft and the Broud Wars expansion pack. The real-time strategy is as good as it gots-

challenging and highly varied. Some levels and modes, such as two-player mode, are available only with the Expansion Pak-

SATISFACTION: For strategy facts, its a brilliant game with extraordinory depth, out it's not fur everyone. You really need to have an Expansion Pik to play this game property. SOUND: The music is just right for the sci-fi theme, and the use of voice responses provides critical feedback.

COMMENTS: Dan -A grout port of the FC





game with the tionus of the Broost Whe missions. Scott The game is HUGELAnd in Iooka better in action than our still screen shots

GRAPHICS Niolendo/256 Megabits PLAY Z-6 1 to 2 players. simultaneously GAHL Expansion Pak DESIGN compatible 60 missions 1 SQUND TRACTO NINTENDO POWER STAFF SCORES SOW IT RATES Statorall 64 petria T rating with the the description, mild animated violence and JAYN- Q.J. mild language Although same of the slatence is n 0 - Anity hand to any; you can bear lats of bene-cranching. 1.1 - Ed pairs on. 14 VOm

PAVMAN 2 ALO TO OVERAL

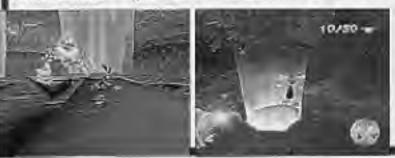
RAYMAN 2

The disarming Rayman debuts on the N64.

NINTENDO 54 GRAPHICS: The graphics make the game in Ravman 2. Great care was taken to create a lavish environment with exceptional deail. The characters may he lacking acris, but they are some of the most creative and well-animated creatures to be found in any video game.

PLAY CONTROL: Rayman's controls are intuitive and smooth-just right for an action platform game. The camera controls include the same Z Botton function as Zelda's to center the perspective behind the character

GAME DESIGN: The game flow is linear but



the action and settings vary greatly. The atory may be avoid, but the cut scenes are excellent.

SATISFACTION: With excellent uni and solid play control, there's every a to love Rayman 2. The challenge lo only moderate, but the experience is a SOUND: The music seems to fit per with the environments and action. The bled, nonsense vou es add vory little.

COMMENTS: Andy-Elimny chara slick graphics, and most unportantly, play control. Jason-This looks and like a carroon of classic propa

painterly sex tovehile chara mad all stea and well-s cinemalics. respiced. MScott - Evenner love Ravmani.

A. 1	AT ESTARE	8.1 PATING GRAPHICS
phics rason vel is tellar foctly it gar- cters tight feels	 Ubi Soft/256 Megabits 1 player Controller Pak compatible 5 fanguages 	PLAY CONTROL 8.0 GAME DESIGN 7.7 SAT. 8.2 SOUND 8.2
rtion: sters atios aged Truly algn & will	MOW IT NATES. The FSEII award- of Rayman 2 with a nice 8 rating and no warning comments about violence to cartoon characters. In the arms race of modern video pames, Rasman 2 is reficishingly unarmed	AUNTENDO POWER STAFF SCORES 70 1

KNOCKOUT KINGS 2000

EA Sports comes out swinging for the N64.

GRAPHICS: the quality of the animation and the speed of character movements are two highlights of Knockout Kings 2000's graphics. Fighters look like themselves and move fluidly. The replay isature following a host lets you review your best punch, combo, and KO.

NINTENDO

5

PLAY CONTROL: KK/1000 gives players at large arsenal of buxing weapons. The game includes basic punches and blocks, plus signature combinations accessible on the C Buttons. The speed and accuracy feel real. GAME DESIGN: As a boxing game, ILK2000 has in all room quick matches to a Canver Mode. The Sluttest Mode lets. you fight anyone you want. Thetwo-player lights are the best.

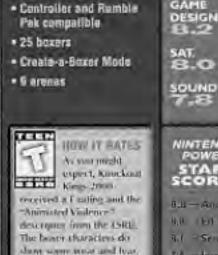
SATISFACTION: This is the first boxing game for the N64, and a word be easy for any other pugilistic Pak to knock it from the top spot. Boxing fans will lows the fact that KK2000 includes so many famous lighters from the past 30 years.

SOUND: The funk-based musical score seems right for the game, and the volce commentary is well-done.

COMMENTS: Andy-It's all about Butterbeam Nate You got Butterbeam?



Gennie Tyson. Scott-Purista hannitiest to beneve from different weight classes aghting each other, but it's all tam. Ed-Excellent Creates J-Bover Modo,



Em) this is no bloodliest.

поскои

1 or 2 players

simultaneously

EA Sports/128 Megabits

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KINGS

2000

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STAFF
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7.8 James

6.9 - Nac-

GRAPHICS

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PLAY

GAME

DESIGN

SAT.

WCW MAYHEM

EA enters the WCW ring.

GRAPHICS: Animations tor moves, taunts and entrances how like the realthing from the WCW on TV. Good face textures add to the reality.

PLAY CONTROL: EA dirl it right in the control department by making the moves easy. intuitive and accessible to all the woostlers. This makes the game ideal for casual wrestling tars and multiplayer matches. GAME DESIGN: Most of the game is standard tare for a grappling wrestler-Tournament and Multiplayer Modes. Create-a-Wrestler, etc. But the Bay Net-View Mode incorporates a password system that

sets up a PPV match reaturing the actual wrestlers who will appear in that week's PPV match on TV.

The passwords will be available or World Wide Web from EA. Very cool.

SATISFACTION: This is a furt game to p particularly if you play against other neu rather than the CPU. For the WCW taith its the only new same in fown.

SOUND: The music is limited but soo good, and the commentary captures flavor of the real show.

COMMENTS: Andy-Great broadcaststyle carnota angles. Kile-You seem to



more of a participant in this game, but matches can t regarditive, Sonja-The different types competition are is Jason-Character motion is fleative

	MARIN	PATIN ^G
the play ople- oful, ands the	 Electronic Arts/128 Megabits 1 to 4 players simultaneously WCW license Pay-per-view codes Hidden wreatfors 	PLAY CONTROL GAM6 DESIGN 7.3 SAT 7.3 SOUND
s be he s of riot.	HOW AT RATES WEW Answer earns a fig for J imm the D-KH and two warning words of windows - Janual ed Violence. Or course, as everyont house, pro wrestling is highly charm- straphent, or the description should read "Coord Acting."	NINTENDO POWER STAFF SCORES 8.6 = Andy 7.5 = Jaton 7.5 = Ryb 7.7 = Seart 6.1 = Mate

Prom Clancy's RANDOWS







- state



ONE SHOT TO SAVE THE WORLD.

Rainbow Six is as close as it gets to the intensity of real-life tactical operations.You'll control an elite multi-national strike force battling international terrorism.

Rainbow Six's explosive real-world action is coupled with spine-tingling tactics to create a gaming experience you won't soon forget. Rainbow Six is so real you'll find yourself yelling "Tango down!" in your sleep for weeks.

NINTENDO.4





In 1998 Red Starre Desidences by: On Optimization, Red Mater Deside peet to introduced of and Appe Designed, Ed. web Levy Devid Review Star (Ed. et al. 2014) (et al. 2

ARMY MEN: SARGE'S HEROES

Get ready for another invasion from 3DO.

GRAPHICS: The two worlds in swhich Army Mon: Sarge's Heroes takes place both look great bot the resit world stages remmiscent of Toy Story and Small Soldiers steal the shew. At the best resolution, the plastic arms men truly look plastic. The effects are incredible, as well, and the game supports various screen resolutions and the Expansion Pak.

2

PLAY CONTROL: These army men aren's stuck in one pose. They walk, run jump, dmp and roll, and they can shoul using zoom lenses and crosshairs. Unfortunately, the play control is too loose for comfort. GAME DESIGN: The one-player mode has variety, humor, lots of action and some fait surprises in

a mission-style adventure with a great selection of recapons. The multiplayer modes will give players endless hours of battle in special arcras.

SATISFACTION: The combination of high production values and innovative game play are hard to bear.

SOUND: Excellent mittal reusic and sound effects help give Army Men the feeling of a GLL action flick.

COMMENTS: Nate Violence with toys is

a great concept, and 10(3) almost pulls it off but the play control surfus heavy casualties. Scott—In spite of the control problems, this is still a great some. HRW IT RATES The ESR8 pinned a T on the highly decorated chest of Sarge and noted that the game has animated violence. It should be noted that the game has noted that the game has not find or gare since plastic prople only melt.

3

GRAPHICS

CONTROL

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NINTENDO

POWER STAFF SCORES

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AND WATEN

STATE BLAC COMMAN PLASTIC HOLD

300/64 Megabits

simultaneously

Pak compatible

Expansion Pak

Passwords

enhancements

+ Controller and Rumble

1 to 4 players



HOT WHEELS TURBO RACING

EA has the hotles! wheels on the N64 this fall.

GRAPHICS: EA recreated the look of the Lannus Hot Wheels cars and traces in this unusual racer. The animation of cars spontong and tumbling through the arr adds to the fun, special effects include slud marks on the track and smoke from rlamaged cars. Although the game looks good.

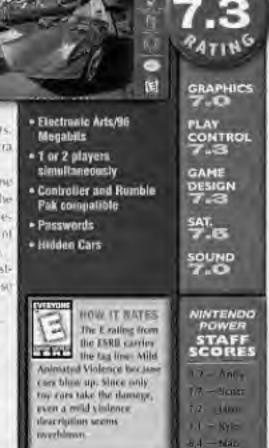
it isn't likely to dazzle anyone **PLAY CONTROL:** Making the statts lotadive and simple to execute was the laysmallenge for the Hot Wheek development team, and they succeeded brithanity. Anyone will be able to pick up a Controller and get into the action almost instantly. GAME DESIGN: With dozens of care and endlose jumps for pulling stunts, Hot Wheels provides more variety than many racets.

Rewarding well-periormed stunts with extra turbos was a great idea.

satisfaction: It's hard to imagine anyone not having fair with Hot Wheels, but the challenge may not be high enough for diebard racin; fairs. Another small complaint is that the game has no four-player mode. SOUND: The sound elements can be adjusted and halanced, and you can even choose to play any song or any track.



COMMENTS: Kyle-You spend a lot of unite cattling between the curlis Andy--Creative course design and cutthroat competiline.



194

FIRST FOR N64

TOPGEAR HYPER-BIKE

High Speed Street Racing and Extreme Motocross!

Features:

- Licensed Motorcycles
- 6 unique track layouts (with day, sunset and night races weather effects) - Redwood Forest, Egyptian Rules, Florence Italy, etc.
- Proprietary track generation system retains optimum level of track detail and highest trame rate.
- · 3 difficulty levels Beginner, Intermediate, and Expert.
- 2 physical variations on each track Road Curves and Hills geometries will be completely new.
- Controller Pak Compatible
- Expansion Pak Compatible
- Rumble Pak Compatible
- Mp3 music system for full length near CD-quality
- Fully animated riders with realistic stunts and bone crushing crashes.

Player Modes:

- Championship Mode: 1-4 players. Player races through a series of tracks that get progressively harder.
- Single Race (Arcade) Mode. Player enjoys top speed racing solo or with friends on the tracks (and weather conditions) previously opened.
- Time Atlack Mode with Ghost Bike. Player is to beat their own best time (saved on the Controller Pak).
- Stunt Mode. Player pulls off as many radical stunts as possible to accumulate points while racing around the dirt track.



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WINBACK

1

ENDO

29

GoldenEye lans, prepare to party.

GRAPHICS: Wintsack has the lock of a cinematic theller along the lines of Coldentity 007 and Alission (moossible The camera control is twitch), but the character animation is excellent.

PLAY CONTROL: Some players will love Wintsack's controls while others will hate them. The had news is that the controls aren't intuitive and there's no strafing maneuver. The good news is that you don't need the strating move because you have incredible dodging and spinout moves.

GAME DESIGN: The missions are laidy standard covert ops: pack up ammo and weapons and work through mazes filled with traps and enemies. You have to use yout head

and any available cover. The Multiplayer Mode has six variations.

SATISFACTION: Expect tons of gamplay and intermittent cinema scenes. The plot has twists, the action is intense, and the multiplayer game is a blast.

SOUND: The masic is catchy and wellsuited to the game. The sound effects are generally realistic. The use of voice is limited. COMMENTS: Scott—Once I got the controls down. I was captuated by the realis-



the teeling of the game Unfortunately, all the areas looked the same. Nate-Camera control is atrocious. It's almost impossible in hit distant targets.

KGDI

ROAD RASH 64

A big thrashing game rumbles on the N64.

GRAPHICS: KR 64 presents a mixed bag of graphics. The sense of speed and the fogless horizon are two of the most appealing aspects. The biken and bikes have necessarily low polygon counts since there are so many on the screen of one time. Some animations, such as the bike flips, are terrific, but others seem simple. PLAY CONTROLS Rash is an easy rider. The bikes handle smoothly and attacks are a simple matter of hitting a C Button.

GAME DESIGN: The Big Game Mode presents increasing levels of difficulty for single refers, but the most can will be had when tion or more players take their rage to the read. Multiplayer modes, such as Tag and Fed Hunt, offer Ints of variety.

SATISFACTION: If you want to play the game primarily as a one-player game, the tracks and action won't give you lots of variety. Rash really shines as a multiplayer game that's easy in learn and full of actitude. SOUND: The music fits right in wath the game and includes lyrics, but the limited use of voices is disappointing.

COMMENTS: Scott - The five arena tracks in multiplayer mode are the bush. Andy-1



teel kind of guily, but it's totally fun to be a crazed funatic on the road. Nate—The thradi sounditack is perfect. More jumps!



W PONERAL

GRAPHICS

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SOUND 6.8

NINTENDO POWER STAFF SCORES

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Koel/128 Megabits

1 to 4 players

simultaneously

Pak compatible

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Controller and Rumble

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The death animations are



NASCAR 2000

3

NASCAR is back on track for 2000.

GRAPHICS: Every area of NASCAR 2000 has been improved over last year's game. The frame rate is now smooth enough to suggest a real sense of speed. The cars look good and show dame me after accidents. Another malistic effect is that tire marks remain on the track.

PLAY CONTROL: Greatly improved over last year's NASCAR the handling for NASCAR 2000 feels tighter and more responsive. You actually seem to feel the banking of turns.

GAME DESIGN: This is just an enhanced

is definitely the liciter of the two. Ninelben major Cup series tracks are included the one of two-player races. Players can drive for an entire sission or hit the Quick Race.

SATISFACTION: NASCAR tany should be much happier with the performance of this racer because of its improved graphics and play control. You can even choose The King. Richard Perty, and his legendary #43 car. SOUND: the engine and road-noise sound realistic. The quality of the commentary and other voice options is also tairly high. version of the tird NGLNASCAR life, but it. | COMMENTS: Scott - A real step up from



last year's aniward Andy-You games. can go the distance. with-400 labs. Nate Minust 12.84 boring as watching real NASCAR.



Pikachu stars in the latest version of Pokémon.

GRAPHICS: Although Hokemon Vellow 19 isn't optimized for Game Boy Color, it does have a colorful introduction and a nice vellow (Int to Pikachu, In this yanne, Pickachu retuses to be stored in a Pokéllall. and follows Ash at all times. Also, the Prilemon that have appeared in the TV show look more like the TV versions than they did in Blue and Red.

PLAY CONTROL: Play control is the same as it is in the Blue and Red versions. Character movement and menu controls ine all easy.

GAME DESIGN: Yellow is considered the

S-EARON

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LB

PTKACHU

used QUICK ATTAOK!

TV version of Pokemon because you begin the game with Pikachu, With, the proper data, you can access special events that appear only in Yellow Viellow trainers can fight Pokenson and trade with Blue and Red trainers,

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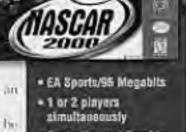
SATISFACTION: Although Pollemon Yellow is considered slightly easier than the previous two versions, the games have tar more similarities than differences. Yellow is a funvariation particularly suited for fans of the TV show.

SOUND: As In the previous versions, the music and sound effects are fairly good.

COMMENTS: Scott 1 prefer the graphics in Yellow, and it's him having Phachu tollowing you around; Sonja-Summ' Pikachu is great Kyle - Il's a great was for tans of the TV show to ease into the game.

IS CERLEAN

CAVE ! Horribis



- Controller and flumble Pak compatible
- All Winston Cup races
- Top current drivers

WEINOM HOW IT MATES II should come as no supprise that the ISRU awarded NASCAR 2008 with a solid Finaling and no descriptors. true, cars can crash, but there's no hist or surgestion of drivers being hurt.

NINTENDO FOWER SCORES 7.E - Jason 7.5 - Amor) 7.2 - Dan 63 - 5104 Li - Nate

GRAPHICS

CONTROL

GAME DESIGN

SAT.

SOUND

PLAT



NINTENDO POWER



MISSILE COMMAND

Defend cities with this classic on Game Boy Color.

GRAPHICS: Like the original arcade game. Missile Command for Game Boy Color isotores simple graphics, and the use in color makes it easy to see incoming myslies and alive ships overhead. The city backgrounds are fairly good.

BUY

COLOR

PLAY CONTROL: The cursor control is fast enough to get the job done, and the cursor is easy to see against most backgrounds. The control leels very much like that in the original game.

GAME DESIGN: This arcade classic is a comple shooter like space invaders, but the trick is in lead the missiles and set up

clouds or chart that will take out multiple targets. The hig innovation in this particular game is the use of the Game Bey Ramble feature. The numble of explosions lets you know when you've messed up. SATISFACTION: Missile Command definitely has nostalgia going for it, and as a simple shooler it can keep action gamers of all ages entertained for a long time. It would have been nice to see more impressive graphics, but the runble is nice.

SOUND: The sound effects are very much like the original arcade game

COMMENTS: Dan-Perhaps the only video game that can truly be called a relic of the Cold War. It's a total classic Nate – The reproduction is almost perfect, and the improved backgrounds, explosions and Rumble Feature are welcome additions.





HOLE IN ONE GOLF

Hole In One's green is green on Game Boy Color.

GRAPHICS: The graphics are the strength of this little limister from Natione. You can easily fell the different types of tenain. On this groens, the arrows that indicate slope are difficult to docupter. Some of the screen changes take too long.

PLAY CONTROL: Hole In One uses a swing meter for strength and a ball cursor for position. You can select clubs and move the view, but you can't move the target indicator.

GAME DESIGN: Three courses were included in Hale In One, so the variety is nice.

You can play a lournament or match play, or Game Link for a two-player match. One oddity is that nom time to time little creatures scamper onto the course and move your half along. The Ramble



leature closest't add much value-

SATISFACTION: Hole In One will probably the something of a disappointment for avid golfers since it's less realistic than many golf games. The play control should have more precision; as well.

sound: The repetitive music is about as inflating as you can unagine.

COMMENTS: Scott—I'm still waiting for Maria Goli for Game Roy Color, and you should, too, Dan—Short puts were very difficult. The Rumble Feature didn't add much to the game. Nale—Good use of color and great from and driver control.





30

COLLECT ALL 150 Officially Licensed Pokémon Dog Tags.

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Gotta catch emails



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Without, 1988, 1988, Marchard on Creation and Tax Classed Frendt, Sec. 77, 6 and Fre. 75, 1999, and managements of Parameters of Assess

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TOWER: LORD BANIFF'S DECEIT

The dungeon doors are open for Game Boy Color.

GAME GRAPHICS: Tower follows the traditional pattern of American first-person RPG games such as Dungeon Magic. In this game, the action takes place in a view window on the upper left while spells. equipped items and messages appear around the edges. Once you know what's going on, it's fairly easy to understand the layout, but it's not very intuitive. The small size of the window means less distailed graphics.

PLAY CONTROL: Movement through the durgoons is a simple matter in this game. but selecting items and spells is not. Casual

players will probably find the menu system trustialing. If RPG fans spend the time to learn how the interface works, they'll' have an easy inne of it. GAME DESIGN: This is a no-frills RPG with fighting.

BOY

spells and exploration but too little story for its own good.

SATISFACTION: This game will appeal only to die-hard RPG fans who haven't been getting their (ill on Game Iloy Color.

SOUND: Simple sounds are about all that you'll find in lower. They can be useful, but the quality is press.

COMMENTS: Scott-This one is for the hardcure RFG fan. The interface could use soon work, and the lack of cinema scenes was disappointing. Most of the setup story is in the manual. Ed- the map. is withfully usoless.





ALC: NO HITW IT RATE 5 TOWNER WARANT! raired of press e cinin time, but we expect if will recome an F ration with a descriptor of animated andence Although the graphics are tairly undetailed, there is a hint of blood during halles

< Telegames/S Megabits

= 2 Game Save stots

4 hero characters

Real-time tighting

BOY COL

1 player

Serve NINTENDO STAFF SCORES $b, \bar{i} = Andy$ 5.9 - Nan 5.6 - 64 5.1 - Sheep

all showing

GRAPHICS

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PLAY

GAME

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Berind The Numbers and Name

EVALUATIONS

Our evaluation have spent seam-playing and evaluating games for Nintendo and Nintendo Proce-they all have their lavarite cateporter, but they play and evaluate outy came we with a Tollow, your favorate part in each fasaets. Now ANDY: Action -Adventures, Parentes

ARMOND: Fighting, BITG1, Adventures

DAN: Acons, Advensorm, Spenn

ED: Sports, Puckles, Action

HENRY: Fighting, Action, Sparts

- JASON: Astronomy, Artim, Routles KYLE: Sports, almuiation, Parkies NATE: Agrensien, Schon, Spores SCOTT: Sparte Sitter damane, Adventures
- SONJA: POLISIAN, REGS, EIRNUN,

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound lends to be less important for most games.

GRAPHICS 20% PLAY CONTROL 20% GAHE DESIGN 25%SATISFACTION 25%SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Sultavare Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



Games that were released prior to NR the commencement of the ratiogs system are datignated RR



2 ma calab ama (Ninkerklo) Special Pikachu Edition Pokémon Special **Pikachu Edition Yellow Version** Expected invalidate date of Reserve your copy now October 26, 1999 at Funcoland or at www.funcol FuncoLand carries an assortment of other Pokémon items including trading cards, strategy guides and more! Assortments and quantities very by store FuncoLand Bring Home The Fun

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Line una particulations. Quantum and interest Charles and Declary 11. 1994. Manufacture converse for held to save particular discounts. Publisher: Publish

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(188)

6.150

Explore Spaceworld '99.



WWF WRESTLEMANIA 2000



THO is back in the ring.

TUROK: RAGE WARS



It's appression therapy on the NEA.

EARTHWORM JIM 3D



Opening a new can of Jim.

DRAGON WARRIOR MONSTERS



A monater from Jupan is on its way.



NEW ADVANCE IN GAME BOY TECHNOLOGY

intendo sturined the carning and digital communications industries it September's ECTS traffe show in London by armouncing plans to release a new, 32-bit Game Boy system in August of 2000 m Lopan and by the end of the year in North America. The new handheld system is tentatively callest Game Boy Advance. It features a powerful 32bit RISC CPU, designed by ARM in the

U.K. and a reflective TEL Color LCD screen ARM is best known for designing CPUs for portable phones. If this, seems almost for good to be true, we haven't even started, trame firs. Advance is designed to he connected to the internet, In effect, Game Boy Advance will be a personal communications terminal as well as a next generation gaming system. Nintendo. Ltd Chairman Co. Hiroshi Yamauchi sees it. as a way to explore new ateas of multiplayer ganning. And if that sounds exciting, get the digital cameras, available separately. WILL alkaw Game Bow

CPU: Memory embedded 32-bit RISC CPU (CPU care design by ARM)

LCD: Reflective TFT Color LCD

Display Size: Height 40.8mm/Width 61.2mm

Resolution: 240 x 150 pixate

Maximum colors to be displayed simultaneously: #5,008

Appworlimate Size: Height 60em/ Width 135em/ Depth 25mm

Approximate Weight: 160g

Power Supply: 2 AA Alkalias batteries

Battery life: 20 hours of continuous play

Launch date: Argust 2000 in Jopan, toto 4th gearter in North America

Suggested Retail Price: To be announced

Advance users to see cach other during chat or game sessions. So Game Boy Advance is a game system, an Internet device, and a video link! There's no word on pricing at this time except that it will be a mass market price point.

in a related story. Nintendo and Konami announced the creation of a joint venue company. Mobile 21, to develop software for the Game Boy

> Advances. Althrough rus have been tities. anonunced wit suonces at Nimende continued that development kits will be available this fall and that the hardware designed to Was emphasize Internet capabilities. A separate Game Roy Coine phone adapter is scheduled for release in labor this April, and Mobile 21 will provide software for that upgrade. In the new addition. company plans to develon softwate that can be used with Dolphin and Game Boy Advance, It's a brave new world, and Nintendo and its parmers are leading the advance.

NINTENDO POWER

PLAY-PER-VIEW WITH THQ'S WRESTLEMANIA 2000

Is the beginning of a new millenvium and the drawn of a golden age for proressional wrestling. The wrestlers have become superstars and the authences are rabid. Boy-Per-View roles the cable landscipe across North America. But all that is about to change, because an old champion in a new costome is about to enter the rong-THQ's Wrestlemania. 2000 for the N64 hopes to thrash the competition by offering the bliggest, buddlest, meanest, fattest, coolest, raddest wrestling game to the known universe. And it you don't believe asjust listen to this.

They show no mercy

Their track record includes back-to-backbest lighting game of the year awards domthe Academy of Diministrate Arts and Sciences. They've sold millions of games in North America and Jopan. Bat noise of that is enough for THO and Alo Corporation. They want it all, and they're doing everything in their power to get it. The brittant development eroup at Aki in Japan has taken the next leap in wrestling simulation by giving players access to the very runs and bolts of the game in WWF Weestlemana 2000.







The amount of fielding available to cans is highlering. You can design every aspect of a wreshes, create your own pay-per-view

events and belts, call tor all sorts of entrances tourts and interruptions, and throw in the most incredible modes and responses to moves that modern science can provide. In makey, Wrestlemana 2000 horrows beneath the surface of the characters to the game engine that trues all of the moves and reactions. The result is a game in which you can virtually progame a new wrestler with all the tools used by the development norm. If preprogrammed characters like Stone Cold Store Austin and The Rock can do it on the game, then your custom wrestler will be able to clock, too.

A tag team made in heaven

Question: What could be better than the best wrestling engine in the world combined. with the hottest wagsling federation in the world? Answer: Notring, IEQ and the WWF have proven themselves to be champrons in their own fields, and Wrestlemania-2000 is set to show the world that two rights can make no wrong. The animation for every WWF wrestler is taken directly from videotoolage, unlike the mo-cao data of other games that and just a new wreathers. That means that every wrestley put only looks like the real deal, builtmoves littlants like the live. gois, Actual video footage was used in theentrance sequences, as well, and the appropitate music black over the flowling of the crowd. Rest of all, the THOWWE partnership is here for the long term, so we can

experi 111.IQ/W/WF musterpicces for years to come. Did we hear anyone say, "Drophic?"

Hands-down incredible

The grappling side of play from HTQ's previous WCW titles has been returned to WWF Wrestlemania 2000. The result is a type of play control that anyone can understand intuitively but that also contains levels of depth for veterans and master players to explore fready the ring, the action is tast and furfices, and anything goes. Don't be surprised at other WWF members marettalize from the crowd and enter the Gay. Modes



include Exhibition, King of the King dor up to: 16 players). Road to: WrestleMana, Phy-Per-View and Road Ramble. Ta, team matches and royal rumbles for as many as thur players to play simultaneously are supported in all the major vinues of the WWF, such as Raw is War, Summer Slam and, of course, WrestleManua, All of this and Vince McMahom too: For wrestling fans, the golden age is about to come home. Play Per-View begins this November, 5tay taned for more,



WWF=raw, metal, smackdown, stone cold rock

Pak Play Hands-on previews of upcoming games.

RED STORM IN SIGHT, PLAYER'S DELIGHT

he mission seemed nearly impossible --create an NGI version of the award-winning PC game. Rambow Six including the strategic complexaties of planning missions and the righ end. 3-D graphics of the original game. Pak Walch is pleased in report that the fearm of Red Sterm Entertainment and Sattire Corporation suc-

cessfully completed the nussion and returned to have with a familizing N61 thriller. The planning stage of each masion appeared to be the toroghese part to duplicate on a home console, but as it turns out, the mix or menu selections and mapping is no more only of than creating a custom toroball play in NFI Block 2000. The action is considerably more disogenous than in Blitz, however, since one shot will firish a team menubes. In the first person view, the actual missions take on an immersive quality immatched by anything since Goldenlise. You'll find yourself hiding in bushes, sneaking along buildings, uptoeing down hallways and holding your breath at every close. If you've read form Clancy's novel, which was board on the PC game this game will put you on the page.







WORMING INTO YOUR HEART

arthworm ton's four worm brains are in conflict, and his worst foars and auxieties are mashing his mind. What's a

where in the date backing first his markies he has to go find them again. The smarter he gets, the more clours will open up in his built leading to new areas charlenges and absurdties. By collecting



Golden Unlers fim will recrange the powers of the Sacred Cow of Comemplation, which controls the particle of firits preche To make matters worse. PsvCrow has infiltrated low's brain, as well, Vis-Interactive has been working on LWI tor several years, but in the end they have pulled out a masterially pulsibled, outrageous rung that

> in worthy of the Farlinworm Iam name, tim's control issues have been resolved, as well. The camino banction nicely and Jim's moves include

special jumps, a roll dedge, head while and belicop-

tor float. Inv also picks up a wacky areerial of weapons and ammu to help himbeat his brain, icock star plans to relepte this platformer in November, and we think it will make the date.





FIGHT ON, XENA

exentis, at Nintendo boadquarture in Redmond, Titus President Eric Calor treated your Pak Walch relieves to a streak pock at Xonix Talisman of Late. Xenawas about one month from completion. but the four player battle was fully operational. After selecting our favorite fighters from among the popular characters from the toles shin these, such as Seria, Gabrielle, Inver, Gallistn and Autalicus, we chose name and empred the othrosdimensional arena. Swords cl. shod. Xona's shakram flew, and Gabrielle's valuebled



the beads of fors. All four players had a great view as the camera AI always kept everyone in the screw. The meleo wasa blast, but with new special graphics. elects and voices still to come, the finished game should be even better. The game will be nearing completion as you read this and will be released in mid-November.

GABRIELLE







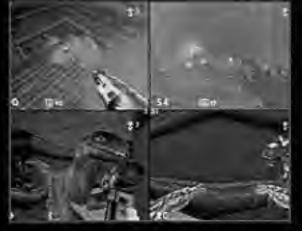
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TUROK KICKS BOT

Turok 2 may have seemed a bit much for some players, but Turok: Rage Wars concentrates on just the fun stuff from Turok 2. In an early, playable version of Rage Wars, your Pak Watch crew enjoyed hunting each other through dangeons, collecting outlandish weapons and fragging everything in sight. You can choose any of over a dozen Turok characters, such as Turok, Edon, a Raptor and hidden characters. Each stage in the single-player game is an arenatype match against intelligent bots. But the real thrill of Rage Wars is as a multiplayer game, which can also be played cooperatively. Acclaim plans to release this party animal by the end of the year.









(137)



Highlights from Spaceworld in Tokyo, Japan

NINTENDO SPACEWORLD '99 the scene in Tokyo, Japan during Spaceworld in late August can lio summed up in two words: absolute mad ness Unlike El which is a press and industry-only event for developers to show off their latist games, spaceworld is a consomer exporthat allows the public tercherdout Nintendo's lineap free of charge-Needless to say, the humour was huge, with wellower 170,000 gamers turning out over three days. The games were a mixed bagplenty of Noil and Game Boy Color titles. along with several 64DD games that will debut in Japan in December, But all or that



became secondary this moment we heard the uron call of the land of Hyude

The Legend Continues ...

Zelda Gaiden called up images of Oracina. of Time, but it was evident that the trametates and graphics had imamsted. Between our sameplay and a long chat with Shigeru Migamoto. Zeliars creator, we determined a number of contailining details about the story. Mere months after the end of Ocarina of Inne; Link chases a Skull Kid into another dimension, only to find a doorned world. The moon is falling, and Link has a short time to stop ut it's not as out and dried as that, though. Mr. Mayamolo reade it clear that the world will be in constant motion. regardless of whether or not you're witnessing events the game will require an

Expansion Pak to manific this amount of action. Although it was unclear security how it. would write it assess that on you achieve contain tasks your pastr back the rimetable to bay the world sume time. You must make-use or masks, as well, the transforming into a Comm. Link will be able to toll at high antrony His speeds, move how objects

and walk through lava. As a Zera he'll swim at high speeds, and as a Deku Scrub he'll me able to tee buildes and hover using huge flowers. There were races, put/s ales, and new moves for Lin-and that was only on No4. We also saw a Game Roy game, tentatively titled Zelda: Fail of the Mysterious Tree: that will be one of three related titles tone of which will be the original NES Zeldal. The game itself looks exciting-Link wields a Rod of Seasons that changes the landscape through four seasons-last more exciting were veiled bints from Mr. Misamolia that the three games will be linked sum-how









As you can sale from the activity above, Link is heading into a carrival world of bizarre masks and lunatic enemins in Zelda Gaiden. Al though Mr. Miyametro will be taking more of a producer role in this game, he expressed a lot of pride and confidence in his team.

THE BEST OF THE REST



Our favorite pink hern fights an evil eye that possesses his friends in this 3-D side-scroller. We get Kirby to spout magme volcanostyle, turn into a bomb, grow spikes, catch fire, and blow ice-and that's the tip of the iceborg.



We couldn't take our eyes off the novel look of this sequel. With 2-D characters inhabiting a 3-D envi-ronment, it presents a totally unique graphical presentation. Fans of the first Marie RPG will love the new look.



The long-anticipated N64 incarna-tion of Earthbound was rife with long, impressive cinema scenas and battle animations to die for. It's due out in Japan in the first quarter of 2000, but no word yet on a U.S. release_

A DO title that we earnestly hope

might convert to the N64, Doshin is alternately a villege's hest pal and its worst nightmare. You can alter the entire landscape by belging people with Yollow Doshin or rip-nign the assthere as South or rip-

ping the earth up as Evil Doshin



The sequel to last year's smash multipleyer hit featured tons of new boards, including western and pirate themes, and all new minigames. We saw everything from a loozball game to a Marie Kart-like, split-screen tank battle.



Slated for release in Japan this

November, the two new Pokémon games include at least 100 new Pokémon abuve the original 150. Word is, the new Pokémon will have genders, and so there may be new species beyond that number...



This unique battle game has not been announced for the U.S. mar-kat, but after playing it, we hope it will be. Players customize miniature robots with flance gear and then set them against each other on small battle arenas. Very cool.



Although the prototype fishing rod controller was merely displayed and not yet functional, this fishing game still impressed the crowd with excellent control and beautiful underwater graphics of the fight between man and fish.

One Big Party

There were plenis or other titles on the show floor. many of which will never make it to North America. Others weren't anything particularly any litere was a lot of lantare around. Durkey Kung 64, but both

it and Portect Dark wore in the same state as at F1. There were also have crowds milling about the 64DEJ area, and these were please of cool games besides Doshin. The Giant' 1 on display. We saw Simility 64, which allows you to actually up into your

creations instead of just viewing note above, and E-Zero expansion Lit, which gives you a car-and track editor option. Falent studio drew hordes of kids, as they could imput their



the vast area of Polemon Gold and Silver machines, which were playable for the first time, and the Miss. Grenaway, which constantly led the 151st Pokemon into the Cami-Iloca of thousands of Pokemanians. Another hugo draw was the Smash Brothers colonieum. In

which players called it out in tour-player timed battles to



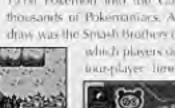


ascend a ladder and light for a trophy in the attention finals. Kirbs, Pikachu and Nesswere the fighters of choice. We also saw

> Bomberman 2 competitions and the finals of a long running. Hokemon Stadium competition that doew regional champsfrom all user Japan. All in all, it seas three days or doming may nem and a sweet gimpse of what may be,











Monster Masters

Diagon/Warnor Montlers, Tens's Wonderland Enix's phenomenal soccess in lapars, is coming to North America thanks to Eulos Interactive. Based in the Eiragon Warner world, DW Monsiers is actually more like a Dialornon game than a traditional DW game. Teny, the hero, is trying to rescue his.



sister, but he must right more-sers with monsters to over her back. The worlds he enters are randomiv generated, are each time he vestures into a world, it's datterent. Another compact of DW Monsters is different. Another can breed new monsters with special abilities. You can even use a Gamed ink Cable to set up manages between your morsters and those of your friends to get new balay monsters. Also blac Pokemon, players can enter their monsters in arena battles via Game Eluk. Eidos hopes for complete the English translation and roloase the game by the end of the year.

WCW comes to Game Boy

Electronic Arts gave Pak Watch exclusivefirst scinen shots of WCW Mayhem, Players.



NINTENDO POWER

will be able to choose from 12 WCW wreathers, Goldberg, Hollywood Lingan, Sting, Kevin Nash, "Macho Man" Randy Savage, Ro, Flair, Diamond Dallas Tugo, Rouley T, Bret Hart, Barn Barn Bigelow, Bulf Bagwell and Les Loger. Die game will support Game Link, moltplacer matches and out-or-the-ring arenas. The game should be completed before the end of the year by Adrenalin Studios.

When rats attack

Mindscape's first N64 title, Rat Attack, is realy a game of cat and mouse. You're the cat in a room ball of acampering more and various items, including lots or boxes. Your



job is to round up the mice by placing the hoxes, strategically to capture the wily indents, it's a wild action puzzle with an interesting impactive puzzle with an interesting impactive puzzle with an Mundscape hopes to complete the game for November or December release. Jorking from our early version of Rat Attack, we preuliet a December Jaunch date.

Carnage with style

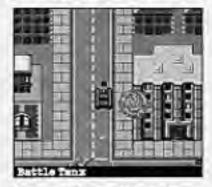
What Interplay's Cormaportion for the N64 lacks or taster it makes up for in combine core. Yes, if you only press guts spilling



over the grill of your race can this game is for you. Style points can add to your total it you discover particularly colornal waves of running over the informatic rombies, such as backing over them or fainding on them after a jump. Carmageddon will surely get a focus rating from the TSRB when it him the stores this November.

3DO thinks small

Scenetimes it's good to think small. It's certainly good for Carne Hoy Color (an that 3DO is making GBC versions of some of its lavorite games. This month, we have each sive screen abots of the first batch of TDO's portable library. Army Men 2 puts Sarge through his parent in a series of a flor missions. BattleTarx CBC is an ovorhead-view shooter in which players rathe through cities in bravy armo, destroying that game



members in tanks. And Vegas Games is a cutorial collection of carrospanes. All three titles should appear by the end of the year.

Minions from Midway

NBA Showtime 64 and Paperhee 64 amilated to be the next two offerings from Midway, closely followed by the N64 version of Ready-2-Kamble. Both games are rearing completion and should be roleased by November, Paperhox 64 is a 3-D redu of the classic arcade game that has playerattempting to deliver popers despite urbati hazards such as dogs and open manufales. NBA Showtime is a slick hoops simulation featuring a televised link. Ready 2 Kumble hopes trabe for Parel COMP for next poper-

COMING SOON



ation consoles, and from all early indications, it's a definite contender.

Pak Wrap

What observative been praving of Bak Workh this month? There's not enough space to cover it all, but a leve of our learning recent auricals include the following Gamo Rev Color titles: Earthworm, Jim: Mettace, 2, the Galaxy, Rampoge 2 Universal Tour and All Star Termis from Ubi Soft. For the younger crowd, an entire serves of learning games from NewkidCo teaturing Flimo of Sesame Strong tame is due to be released on both Game Roy Color and Nos, in the next sectors months. These games help pro-schoolers recognize ounities and letters. Ubi Soft reports that



Sprincket has been renamed Rocket: Robot on Weicels, Apparently another company owned the Sprincket name. Rod Storm's Rambow Sisior Game Box Color is almost finished and, like is big brother, promotes hours of intrigue and action. In next month's Pak Watch we should have the first screter shots of Star Wars. Episode 1: Racer and the Beauty and the Beast board game for Game Boy Color. Also next month Pak Warch will leature a full review of the ECTS work in London. Donkey Kong 64













Supercross 2000



EA Sports

Puzzle Master





FALL 1999

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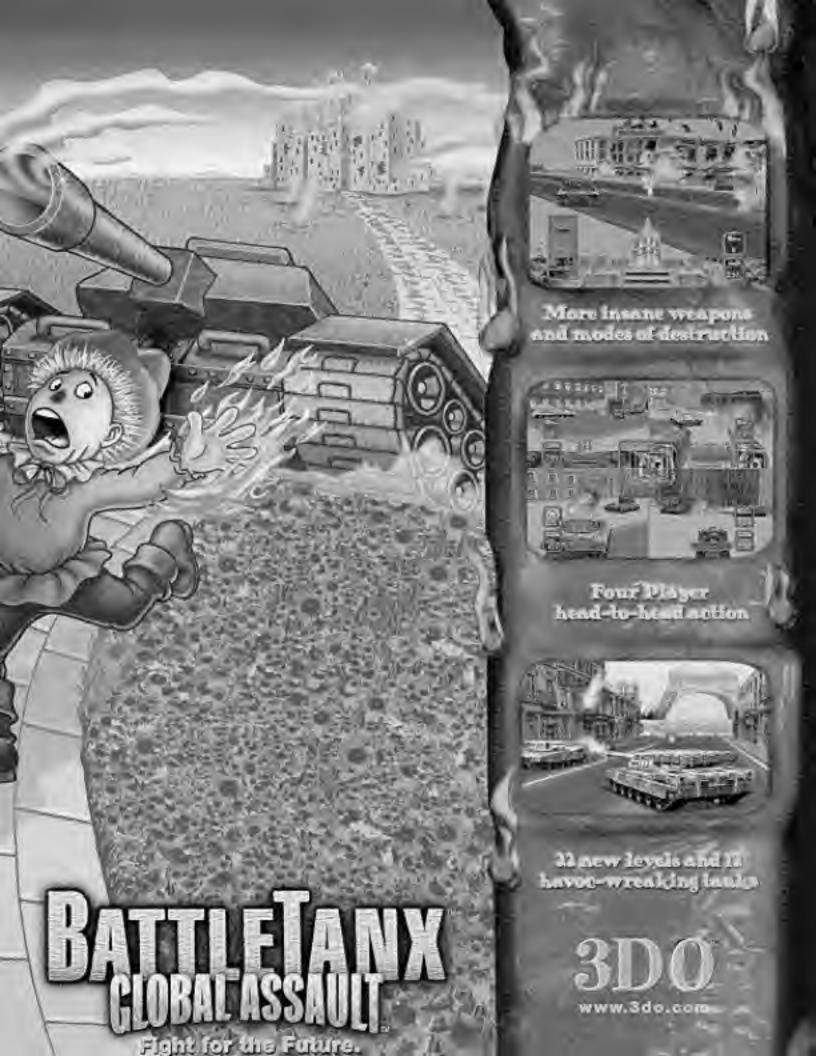
NINTENDO 64 GAME BOY COLOR

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Hetro3D

VOLUME 125 (141)





Laming NEX SUE. Volume 126, November 1999

In November, we blaze a trail through Rare's upcoming Donkey Kong adventure for the N64. Fantastic worlds, gobs of game play, new Kong characters-it's all ready to explode from Rare's gigantic Pak. The lie-guy himself, Diddy, Lanky, Tiny and Chunky will be there, so be ready when we swing back into Kong country!

BAMILETANER SLOBO ASSOUT



Hantly a refresel of its lost carrage shoring, MMFs Banle fans, sequel rolls in new supervintes to make wreckage in the world's joint clines, and our strategory will nely you survive the invite statute leven and

Kolo Baparto - MA COMISIEZ

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and second game subscriptums in a second game with more action animations, sharper implace, smatter Al and emonities action than ever before Micel as on the smart on November for total coaching onthis hot baskethall Sala

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And More Jet Force Geminil

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NINTENDO POWER

NP BACK ISSUES

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PLAYER'S

GUIDE

We've got all the angles covered!

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